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FINAL FANTASY® XV

THE COMPLETE OFFICIAL GUIDE



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SQUARE ENIX®



FOREWORD



"Restore the outlook of FINAL FANTASY from that of a jaded champion, back to being an eager challenger, aiming to be an RPG that could truly be called AAA standard."

This was the target I set when the *FFXV* project started.

Looking back on my memories of playing *FINAL FANTASY* from before I started working on it, the series was always a challenger to the title that paved the way for new and exciting eras. So I thought about what *FFXV* needed to do in order to be that way once again.

Firstly, I made the idea of a "journey with your closest friends" the central axis of the player's experience, something that could only be realized using the latest technology.

I also decided to implement an open-world structure and action-based battle system, to create a completely free sense of adventure. On top of that, I decided to recreate all the classic *FINAL FANTASY* elements using cutting-edge technology. Finally, I decided that we would deliver this new full-spec *FINAL FANTASY*, worthy of the latest-generation, to players all over the world at the same time.

As I come to write these comments now, I can say that my many comrades and I are succeeding with all of the challenges that we took on during our own journey. We may have come up against obstacles on numerous occasions, but we were able to overcome them every time, growing and developing along the way to reach where we are right now. Nothing about this project did not present a challenge, and I believe that everyone involved was genuinely able to develop themselves through their involvement.

In that sense, you can say that *FFXV* truly is the latest installment in the series, as it was created by the same people who made the previous games what they are, but having matured and grown even further as creators than ever before. So it brings me great joy to be able to deliver this title to all our fans around the world with a simultaneous release.

Now let me say one thing about this book, or rather, about the way that the Piggyback team do their work. It was during the final phase of development that their job began – having to unravel an exceptionally unstable game that was full of flaws. At this stage, the balancing work was still incomplete and the game was far from what you could call playable. Even so, they stayed in Tokyo for several weeks and worked right there beside the development team, tenaciously playing unstable versions of the game without a day of rest.

I sincerely hold their work in high regard, and have come to see that this guide they have created is an exceptional piece of work, being the perfect partner for adventurers everywhere.

Finally, to all our fans who waited so long for this game – thank you very much for supporting us the whole time. We really did put everything we had into *FFXV* because of a simple desire to make everyone out there happy, so nothing would please me more than to know of you having fun with our game.

FINAL FANTASY XV Director, **Hajime Tabata**

FFを王者から挑戦者に戻し、AAAと呼ばれるRPGを目指す。

FFXVプロジェクトはこの目標を掲げてスタートさせました。
自分がユーザーとしてFFを見ていた頃、FFは時代を切り開く挑戦者でした。
FFXVがそういう存在になるために何をするべきか考えました。
まず、最新技術でしか実現できない"仲間との旅"を体験の軸に据えました。
そして自由な冒険のためにオープンワールドとアクションバトルを実現することにしました。
FFの伝統要素は、最新技術の上で再現することにしました。
この新世代のフルスペックFFを、世界中のユーザーに、同じタイミングで届けることにしました。

コメントを書いている現在、多くの仲間と取り組んだこの挑戦は、成功しつつあります。
何度も壁にぶつかり、そのたびに成長して乗り越え、ようやく現在に至りました。
苦労しなかった事はなく、このプロジェクトを通じて関係者全員が本当に成長できました。
その意味でFFXVは、これまでのFFシリーズを担っていたメンバーが、更に大きく成長して作った最新作です。
この作品を、世界中のファンに同時に届けられることを、心の底から嬉しく思います。

そしてこの本について、いやPiggybackチームの仕事ぶりについて一言。
開発の最終局面、不具合が多く超不安定な状態のゲームを紐解くことから、彼らの仕事は始まりました。
この時期のゲームは、バランスも未調整で、とても遊べないものです。
彼らは東京に何週間も滞在し、開発チームのすぐ横で、1日も休まず、不安定なゲームを粘り強くプレイしていました。
私は彼らの仕事を心から尊敬しました。この攻略本が、彼らが生み出す偉大な作品であることを理解しました。
そんなバックボーンを持つこの本は、冒険者たちの最良のパートナーになると思います。

最後に、このタイトルを長い間、待ってくれていたファンの皆さん。これまで支えてくれて本当にありがとう。
皆さんに喜んで欲しくて、我々ができることを本当にすべて詰め込みました。楽しんでもらえたら幸いです。

FINAL FANTASY XV ディレクター　田畑 端

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An opening chapter designed to help you develop a good level of proficiency with the game's core systems, offering concise and accessible introductions to the features that matter most.



An all-in-one visual guide through the full *Final Fantasy XV* adventure, covering all available activities – from critical missions to optional challenges. With a flexible structure, this enables you to plot a course through the game that suits your playstyle.



A comprehensive directory of every sidequest available in the game, with all the details you might need to complete them.

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QUICKSTART

You will find a brief "Quickstart" section overleaf. This explains how you can use the guide in an optimal way.

UPDATE NOTICE

We have taken every step to ensure that the contents of this guide are correct at the time of press. Nevertheless, subsequent updates to the *Final Fantasy XV* game may contain adjustments, gameplay balancing, and even feature additions that could not have been included at press time. We will look to providing online updates and information on any such significant changes once these are notified by Square Enix. For details visit www.piggyback.com/en/ffxv.



An exhaustive appraisal of all equipment and items – everything that you can put your hands on in the game is covered here.



A fact-packed reference chapter featuring every enemy that you may encounter, detailing parameters, habitats, weaknesses, drops, and other notable characteristics.



A masterclass that decodes *FFXV*'s game systems and explains the underlying mechanics.



A short but interesting collection of miscellaneous articles, including a guide to unlocking all Achievements and Trophies.

QUICKSTART

Final Fantasy XV is a game that grants you an enormous amount of freedom. Throughout the adventure, you always have an objective that enables you to advance the main storyline. However, you are completely free to ignore this for hours at a time if you wish, venturing far and wide in search of sidequests, sights, and potential treasures.

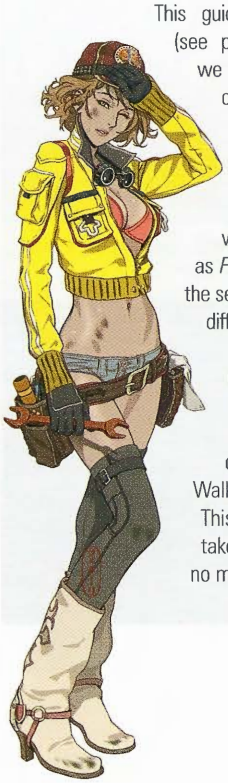
With a game this vast, and hundreds of potential activities and challenges available, every player will arrive in the world with certain expectations. Some will want to focus on the main adventure to see how the story unfolds; others might spend most of their time exploring the vast expanses of Lucis. Meanwhile, expert players may seek ways to develop their party quickly in a rush to complete the game's most difficult optional challenges.

How you play the game will directly determine how to best use this guide.

Our guide is first and foremost a ***facilitator***. No matter your playstyle or the level of assistance you require, you will find that this book offers the flexibility to suit your needs.

1 Getting Started > Primer Chapter

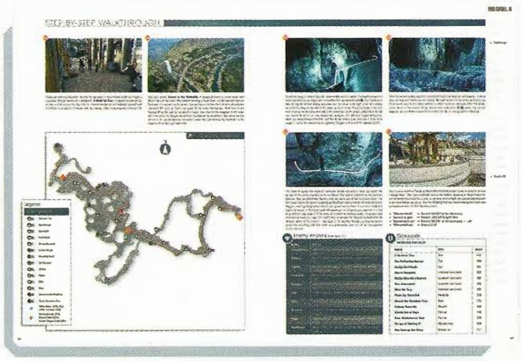




This guide begins with a short **Primer** (see page 8). In this opening chapter, we introduce the game's essential concepts to enable you to start the adventure with confidence. If you are a newcomer to *Final Fantasy* games, this should be your first port of call. Even long-time fans will learn a lot by reading this chapter, as *Final Fantasy XV* is a distinct entry in the series; familiar in some ways, but very different in many others.

If you really can't wait and prefer to launch the game immediately, note that you will find a "crash course" at the beginning of the Walkthrough chapter (see page 31). This is a very brief introduction that will take you through the game's basics in no more than a few minutes.

2 All-in-one Playthrough Guidance > Walkthrough Chapter



Our **Walkthrough** (see page 28) has been designed to suit your needs, no matter what these may be.

- ◇ Each region that you visit during the main storyline is covered with a large map featuring collectibles and points of interest, as well as caption call-outs pointing to all sidequests available in the area: essentially, this introduces everything you ***can*** do, with a minimum degree of assistance.
- ◇ This is followed by a traditional step-by-step walkthrough where we detail in a more linear fashion the path through each part of the journey.

All along the main storyline, this dual structure puts everything you need at your disposal: maps, collectibles, captions, checklists, monster analysis, annotated screenshots, advice... and much more. All the resources are there, leaving you free to shape your own tailor-made experience based on your personal play style and expectations.

3 Specific Questions — Reference Chapters

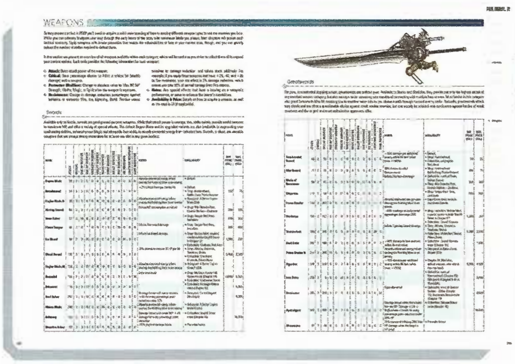
Whenever you have a question about a specific topic – systems, items, enemies, quests, you name it – you have access to a wealth of thematic reference chapters. These are all structured in a user-friendly way, making guide navigation a painless process.

You will also find a comprehensive index at the back of this book. Simply look for a key term and you will find a corresponding page reference, leading you straight to the answer you require.



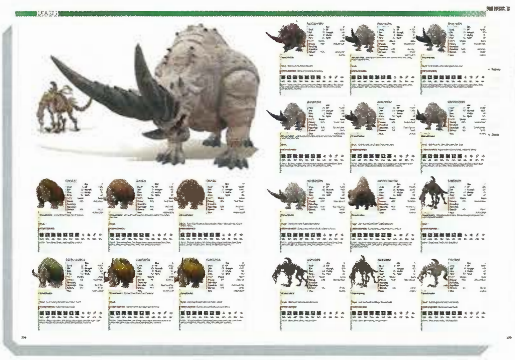
Sidequest-related Questions

Our **Sidequests Chapter** (page 112) offers a comprehensive directory of all optional missions available in the game, sorted by category and featuring all relevant details. For a large majority of these missions, our coverage is primarily visual and map-based: we do not just guide you; we *show* you.



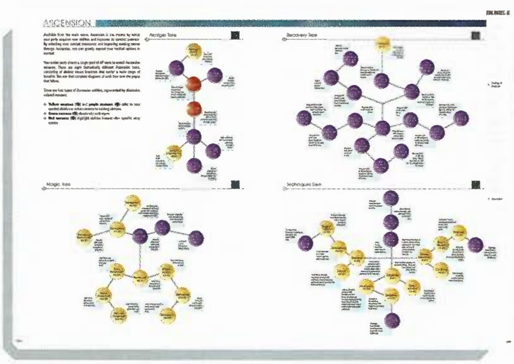
Item-related Questions

In the **Inventory Chapter** (page 200), we offer a comprehensive appraisal of all items, including where and how you can obtain them. If you are looking for better equipment, wondering what an intriguing accessory does, or craving new cooking recipes to receive superior party-wide attribute boosts, rest assured: we have the answers.



Monster-related Questions

This guide's **Bestiary Chapter** (page 228) details every enemy that you may encounter over the course of your journey. Each creature is covered with an individual sheet revealing habitats, drops, weaknesses, and other notable characteristics. Armed with such knowledge, you can develop efficient strategies against even the most resilient foe, and obtain all potential combat rewards.



System-related Questions

Our **Strategy & Analysis Chapter** (page 266) dissects all of the game's systems. For expert and curious players alike, this is a potential goldmine. From battle preparations to combat maneuvers, mini-games to character progression, this is the chapter where we lift the curtain on many of *FFXV*'s underlying mechanics.



PRIMER

This introductory chapter offers a general presentation of core features and concepts of significance in *Final Fantasy XV*. Either studied in preparation or consulted as required during the opening hours of your journey, this overview of the game's semi-open world and its many systems will enable you to begin your adventure with far greater confidence.

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GAME STRUCTURE

Final Fantasy XV features a vast continent that you gradually unlock by completing main storyline chapters. While not directly engaged with primary quests, you are generally free to explore its world and take part in secondary pursuits.

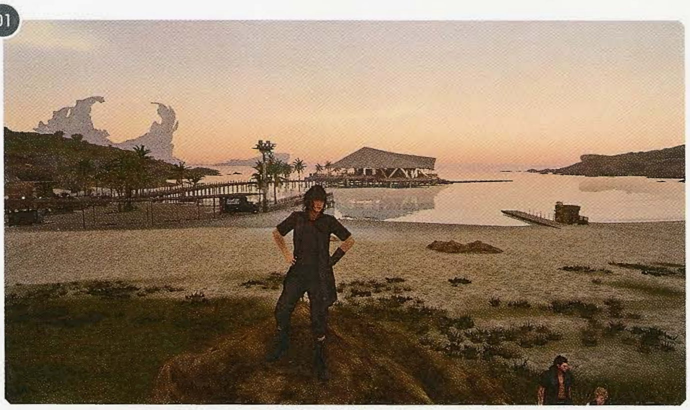
There is no right or wrong way to play. Some will choose to focus on advancing the storyline, while others will favor a more leisurely approach to completing critical missions in order to fully explore the grand world of Eos.

Broadly speaking, there are three main types of activities available in *Final Fantasy XV*:

◇ **Main Quests (!):** These missions advance the main storyline upon completion. By default they are selected automatically, meaning that their waypoints and markers are displayed in priority on your map and mini-map. Some main quests take place in specific, one-off locales that you cannot leave until your task is complete. In these instances, the game always warns you beforehand and offers the opportunity to defer the quest in order to finish any pending business that you have in the area before you proceed.

◇ **Sidequests & Optional Challenges (!):** These assignments are generally shorter than main quests and involve a relatively simple objective – finding a specific item, hunting a particular creature, and so forth. Whenever you wish to complete a sidequest, be sure to select it in the dedicated "Quest" menu: this will ensure that your active waypoints on the map, mini-map and main screen all point to the relevant location. The game provides a recommended level for each quest, and this is particularly useful whenever you weigh up the merits of taking on an optional mission. While you will rarely be underprepared for main quests, you will regularly encounter sidequests that are best left until a later visit to the area. If you do not exceed or match a level requirement, it is usually prudent to wait until a later date. Our Walkthrough chapter offers comprehensive advice on which optional tasks are feasible at each stage in the storyline. As a general rule, we strongly encourage you to complete as many sidequests as you can. This is the best way to ensure that you constantly stay ahead of the overall difficulty curve.

01



◇ **Free-Roaming:** Even if you are not working on a quest there is still a lot that you can do in *FFXV*, such as exploring the spectacular environments of Eos, participating in mini-games, and encounters with ambient enemies where you can refine combat techniques and strategies that will serve you well in more critical scenarios. As well as gradually accumulating rewards and resources, roaming freely in-between missions can be an absorbing activity in and of itself, and you will be surprised by how many times the vast expanses and mesmerizing vistas of *Final Fantasy XV* will draw you in (01).

Accessibility Options

Should you struggle with *Final Fantasy XV*'s fast-paced combat, you will be glad to know that there are three helpful accessibility options in the Pause menu (OPTIONS/≡) that have been designed to address this scenario:

- Firstly, you can activate Wait Mode, where the action freezes if you do not issue instructions, giving you ample time to plan your next move.
- Secondly, you have the option to lower the difficulty setting to Easy, making battles far less challenging. This is a good choice for players who wish to advance the storyline but have less interest in mastering the intricacies of the combat system.
- Thirdly, you may access a tutorial at any time from the Pause menu, enabling you to practice basic skills with helpful on-screen instructions.

You can find more details about these settings later in this chapter (see page 23).

One important thing to keep in mind regarding this game's difficulty is the day/night cycle. While the enemies you encounter during the day are, as a rule, within your level range, those that roam at night are far more dangerous. These "daemons" tend to be much more powerful, and can wipe out your entire party within seconds during the opening hours of the adventure. Until your characters are strong and well developed, it is therefore advisable that you attend to your missions in broad daylight, and consistently head for a camp or lodging in the evening. This simple tip will make your life much easier during the adventure's early chapters.

Saving

Final Fantasy XV employs an autosave system that automatically records your progress whenever you hit discrete story milestones, or when your party rests (such as when you make camp). The top two save slots in the Pause menu are dedicated to autosaves.

You can also save manually and create additional save files via the pause menu. These appear below the two entries dedicated to autosaves. We highly recommend that you make a habit of using this system to record your progress: it is quick and painless, and will help you avoid situations where you lose progress after a mistake or unanticipated difficulty spike.

Manual save functionality is usually suspended whenever you are in close proximity to assailants (and consistently so during active combat), while certain locations (such as dungeons) or main quest events may also enforce temporary restrictions. In these instances, the Save option will be gray.

Final Fantasy XV offers frequent opportunities to venture off the beaten track, with your exploration and accomplishments all being of direct benefit to your party (in the form of EXP and other bonuses accrued by defeating enemies, resources gathered and items found). Roaming the map is something that we strongly encourage – but until you have explored an area, you cannot be sure what lies in store. By saving regularly, you will insure yourself against unpleasant surprises.

COMMANDS

The following table offers a handy recap of the main commands you will use throughout the adventure.

Default Controls Summary

PS4	XBOX ONE	SUMMARY
Ⓛ	Ⓛ	Used for basic movement.
Ⓡ	Ⓡ	Used to control the game camera.
✚	✚	Select which weapon to wield from the four available slots. Also used to navigate menus. While in the Regalia, play, pause or change the music.
⊗	Ⓐ	Jump. Used to interact with the environment and to confirm selection in menus. Hold to pull over while driving the Regalia.
◎	Ⓑ	Hold to sprint while running. During combat, tap to attack and hold to perform automatic combos. Also used to cancel selection in menus.
△	Ⓨ	Used for warp-strike moves. Tap to warp forward; hold to point-warp to a suitable position (marked with a blue icon); with a target lock active, hold to blade-warp to an enemy.
□	Ⓧ	Roll. During combat, tap to roll-dodge and hold to defend or to rescue fallen allies. Hold when near large objects to take cover. While in the Regalia, perform a U-turn. While on a chocobo, sprint.
R1	RB	Hold to lock on to the currently highlighted enemy target. You can change target by simultaneously tilting Ⓡ in the appropriate direction. While in the Regalia, cycle between camera views.
R2	RT	Display the Item menu. While in the Regalia, accelerate. While on a chocobo, trot.
L1	LB	During combat, once the gauge reaches a sufficient fill level, hold and select an ally's technique with ✚ to unleash it. While in the Regalia, cycle between camera views.
L2	LT	While in the Regalia, brake/reverse. While on a chocobo, hold to halt, tap to slide.
L3	L	Press while running to sprint.
R3	R	Display the main map. While locked on with R1/RB, press to trigger target lock.
OPTIONS	☰	Pause the game.
▭	⧉	Display the main menu.



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ON-SCREEN DISPLAY

(A) Time of Day
This icon reflects the current time of the day – hour by hour. Day hours are represented with a sun icon, and night hours with a moon icon. The time of day plays an important role in the game. Various creatures (including marks, your targets during hunting sidequests) can only be found during specific time windows, and monsters encountered at night tend to be far more dangerous than those you cross paths with during the day.

(B) Mini-Map
This illustrates Noctis's immediate surroundings, including essential details such as waypoints, collectibles and assorted points of interactivity. See page 14 for details.

(C) Information
The currently selected quest and its associated objectives are listed here, along with occasional contextual information.

(D) Party Data
The display in the bottom-right corner of the screen shows HP bars (Hit Points) for your party members. A character's HP corresponds to his or her physical integrity. If this gauge is depleted, the character enters Danger status and is on the brink of death (see page 24 for details). The character you control, Noctis, also has an MP bar (Magic Points). This corresponds to his available magic energy pool. Special skills that Noctis uses (such as phasing and warp-striking) deplete this gauge, though it will gradually recharge over time. If you deplete the gauge completely, Noctis enters Stasis, where his special moves are temporarily disabled.

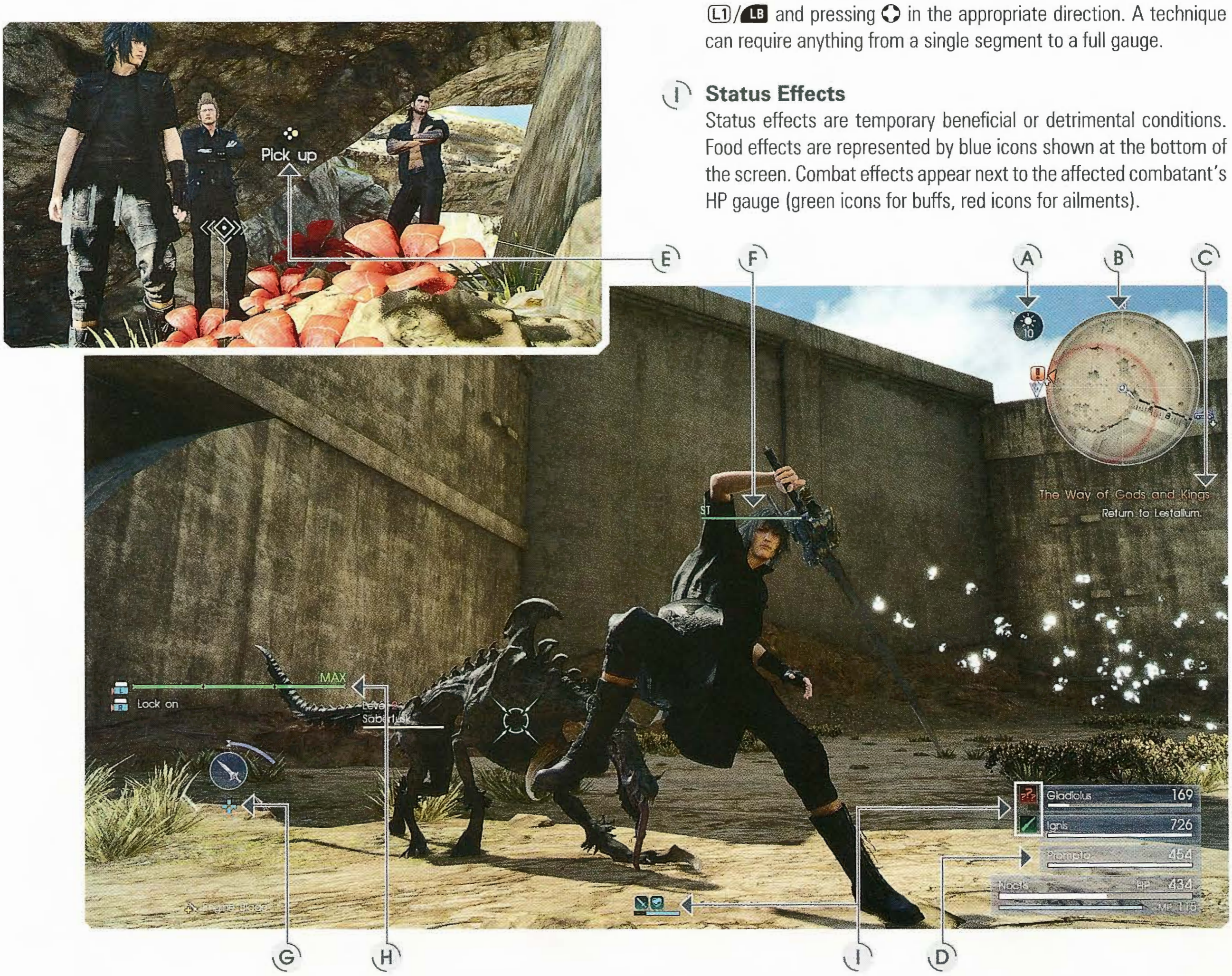
(E) Interactions
Objects or individuals that you can interact with in the game world (using ⊗/Ⓐ) are highlighted by prompts such as "Talk" or "Pick up" when you move within range.

(F) Stamina Gauge
If you activate this setting in the pause menu, this represents how much energy you have left for effortful activities such as hanging from certain point-warp positions and sprinting. Once you curtail the activity, the gauge will refill quickly. If you fail to stop before the entire bar is exhausted, it will turn red and leave you unable to hang or sprint for several seconds until the gauge returns to green.

(G) Primary Arms & Armiger
Noctis can have up to four primary arms equipped in the Gear menu, all assigned to ✥. Simply press ✥ in the corresponding direction to wield the weapon of your choice. You can switch weapons at any time, even in the heat of battle. Once you reach a particular milestone in the storyline, a circular gauge surrounding the Primary Arms display is introduced. This fills as you fight enemies; when it is full, you can unleash Noctis's special Armiger ability (see page 287).

(H) Tech Bar
Each of Noctis's current allies can equip a technique from the Gear menu. As you attack enemies and defend against their assaults, this gauge gradually fills. Once you have filled a sufficient number of segments of the gauge, you can unleash a technique by holding L1/LB and pressing ✥ in the appropriate direction. A technique can require anything from a single segment to a full gauge.

(I) Status Effects
Status effects are temporary beneficial or detrimental conditions. Food effects are represented by blue icons shown at the bottom of the screen. Combat effects appear next to the affected combatant's HP gauge (green icons for buffs, red icons for ailments).



EXPLORATION

Exploration is one of the most important activities in *Final Fantasy XV*. The game world is very large and features countless points of interest, characters to talk to, collectibles to acquire and quests to complete. Scouring every last inch of Eos for new things to find or do is one of the great pleasures in this game, and you will be surprised by how often your curiosity is rewarded.

01



02



Basic Movement

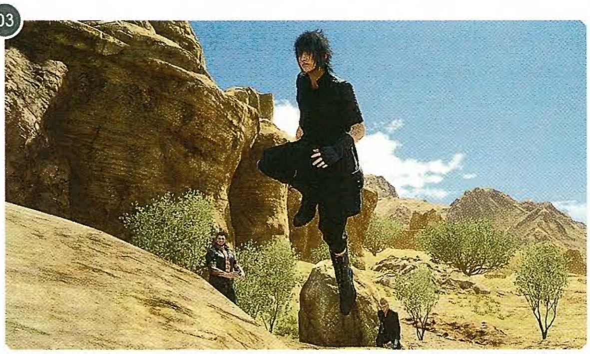
- Traveling from one destination to another on foot is extremely simple: you move Noctis around with Ⓛ and control the camera with Ⓡ. Note that you can invert both the Y axis and the X axis via the pause menu's Options.

- While running, hold ◎/Ⓑ or press L3/LS to sprint and reduce the overall duration of your journeys. Sprinting gradually depletes your stamina bar. Stop sprinting and the gauge will refill gradually. If you deplete the entire bar, Noctis will be left out of breath and temporarily unable to sprint.

- There is a very useful trick to instantly refill your stamina while you are sprinting, though the way that you do this varies in accordance with your preferred method. If you activate the sprint with L3/LS, press the stick again a fraction of a second before the stamina bar reaches zero; if you sprint by holding ◎/Ⓑ, release the button at the same moment. If you succeed, Noctis will warp forward (01) and the gauge will be instantly replenished. This is not a technique that you can force by spamming button presses. It takes a little practice, but mastering it essentially enables you to sprint endlessly – a very welcome boon when navigating the vast expanses of *FFXV*.

- You can jump by pressing ⊗/Ⓐ. This can be used to vault over obstacles (02) and to climb when you encounter rocks or natural steps as you negotiate steep terrain (03). Note that falling from great heights will cause damage, so be careful when you attempt tricky leaps, and always pause to consider potential injuries whenever dropping from a cliff might offer a useful shortcut.

03



The Regalia & Fast Travel

After a handful of short opening quests you will gain access to the Regalia, a car that will be your principal method of long-distance transportation (04). There are two ways to use the Regalia:

- With the **Auto** option, you let Ignis do the driving – a feature that is only available during daylight hours. Simply choose a destination (from a list of discovered parking areas or current quests, or by manually pointing to a specific spot on the map) and you can then enjoy the ride. Note that you can actually override the car controls at any time. You can also hold ⊗/Ⓐ to instruct Ignis to pull over if you see something of interest that you wish to investigate. When selecting a location you have previously driven to (marked by this icon: ⏩), you can fast travel there for a nominal price, shortening the trip to mere seconds. This becomes an essential feature later on in the adventure, as you regularly travel back and forth across Lucis to complete sidequests.

- With the **Manual** option, Noctis – and, by extension, you – is in control of the car. The controls are straightforward: steer with Ⓛ, accelerate with R2/RT, brake/reverse with L2/LT, make a U-turn with ▢/Ⓧ, and hop out of the car by holding ⊗/Ⓐ.

Make a habit of regularly checking the fuel gauge in the bottom-left corner of the screen. Topping up your fuel tank every time you have access to a gas pump is the safest way to ensure that you will not run out of gas during a long journey. Should the Regalia coast to a stop after an unfortunate oversight, you will either need to push it manually to the next gas station (much like you do during the opening scene of Chapter 01), or you can pay Cindy to move it back to Hammerhead via the Tow option on the Map screen.

04



Map & Mini-Map

Main Map: You can access the main map (05) at any time during active play from the main menu (▭/⊕) or by pressing R3/⊕. Noctis's position is represented by a circle and an arrow pointing in his direction of view (▲). Once on the map screen, you can scroll with Ⓛ, zoom in or out as required with Ⓡ, and drop a manual marker (referred to as "Destination") with ▢/Ⓧ (▽). Any area that you explore becomes unfogged, revealing any points of interest such as havens. If you are lost or just hopelessly isolated in the wilderness, the options on this screen may provide a solution: you can jump immediately to your last rest point, move instantly to the Regalia's current location (which can cut travel time after exploration), summon the vehicle to the nearest accessible road, call for Cindy to tow the car back to Hammerhead, or return to the entrance of a dungeon.

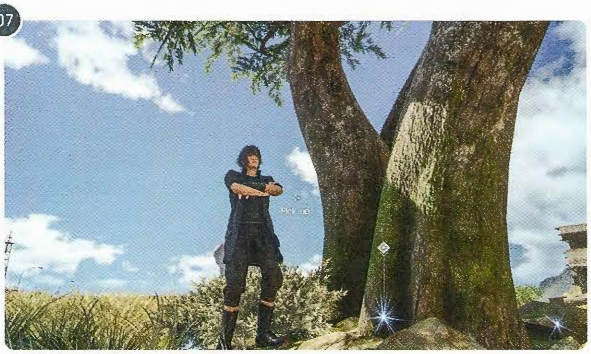
Mini-Map: The mini-map (06) shows a small portion of the main map that corresponds with your immediate surroundings. The "N" icon on the outer edge always points north. The white circle in the center represents your character, Noctis, while the white arrow pointing from it represents the direction he is currently facing. All places of interest, points of interactivity and active waypoints are marked by icons on the mini-map. These disappear once out of the mini-map's boundaries – with the exception of your currently selected quest waypoint, manual markers and the Regalia, which remain visible at all times. These appear either on the mini-map itself if you are close, or otherwise rest on its outer rim to indicate their approximate location over longer distances.

Altitude Markers: Whenever a point of interest or monster is at a different elevation to Noctis, its icon on both the main map and the mini-map features a small arrow in the bottom-right corner that indicates whether it is above (▲) or below (▼) your current position.

Collectibles & Points of Interactivity

As you explore the world of Eos you will regularly stumble across items. These appear as small shining objects (07) and can be picked up by pressing ⊗/Ⓐ in close proximity. They can be anything from ingredients used to cook meals with ephemeral stat-boosting benefits while making camp at a haven, to treasures that can be sold in shops, to quest items that you must deliver to a particular recipient.

07



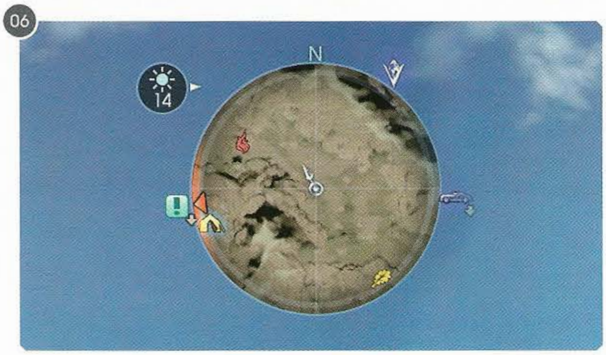
The maps in this guide reveal the locations of all noteworthy collectibles in the game. However, if you intend to complete a first playthrough with a minimum of assistance, the following treasure hunting tips will be useful:

◇ Scour the environment for noteworthy collectibles as you travel through new and old areas alike. Whenever you notice dead-ends or alternative routes, take the time to explore them: they will sometimes contain a reward to acknowledge your curiosity. This is especially true during main quests that take place in unique areas.

05



06



Map & Mini-Map Legend

ANNOTATION	MEANING	ANNOTATION	MEANING
	Main Quest		Treasure Spot
	Sidequest		Food Spot/ Mineral Deposit
	New Sidequest		Elemental Energy: Fire Deposit
	Enemy		Elemental Energy: Ice Deposit
	Destination		Elemental Energy: Lightning Deposit
	Hunt		Blockade
	Hunt (Hard)		Dungeon
	Regalia		Imperial Base
	Haven		Royal Tomb
	Diner/Restaurant/ Tipster		Garage
	Lodging		Parking Spot
	Shop		Gas Pump
	Arms Vendor		Fishing Spot
	Grocer		Rent-a-Bird
	Noodle Wagon		Chocobo Salon

- Deposits are found all over the game world and reward you with various items, including elemental energy required to craft spells, treasures with high resale value, and cooking ingredients. Make a point of collecting these whenever you encounter them to gradually increase your party's wealth and pool of resources.

- While searching for a quest item, do not forget to select the corresponding quest via the main menu. This will ensure that your destination is marked with a clear waypoint.

In addition to collectibles, you will encounter numerous points of interactivity throughout the game world. These include plot-critical devices that must be operated to advance the story, and non-playable characters (NPCs) who can be engaged in brief conversations. To interact with devices or NPCs, press ⊗/Ⓐ.

Interacting with certain NPCs or collectibles will initiate sidequests. Feel free to accept as many of these as you can. There is no limit to how many you can have active at one time, and no obligation to complete them immediately. When you are ready to undertake a quest, simply select it from the list in the corresponding menu.

Interactive Conversations

At regular intervals during the adventure, you will encounter situations where you are given a choice during a dialog. These interactive conversations, also referred to as "face-to-face" in the game, are all introduced via a screen that features a dialog bubble icon (08).

You are given a choice between two to four options during interactive conversations. Ultimately, events will unfold in the same manner no matter what line you select – there are no branching paths. However, this does not mean that your choices have no consequences: selecting certain responses leads to different rewards. In most cases, you can gain EXP or AP (two "currencies" used to develop attributes or abilities respectively – see page 26 for details).

Our walkthrough highlights all "face-to-face" instances that have such practical consequences (not all do), detailing in each case what the possible rewards are. As a general rule of thumb, we suggest you prioritize answers leading to AP rewards – a resource that is harder to accumulate than EXP.

08



Gear & Gil

Every item that you collect or earn as a reward is automatically transferred to your inventory. You can find the complete list of all items in this guide's Inventory chapter (see page 200), along with all relevant details and availability conditions.

- Weapons, spells, and accessories are battle-oriented items that you can equip from the Gear menu.

- Spells have to be synthesized or crafted via the Elemancy menu. They require elemental energy, which you can absorb from deposits most commonly found around havens or by defeating enemies using weapons with energy-absorbing properties, such as Noctis's default sword.

- Treasures are regularly dropped by defeated foes or picked up as collectibles. Most of them are meant either to be sold to shopkeepers (offering a steady source of income) or to be used as catalysts capable of transmuting spells during the crafting process (see page 20). A few of them are required to complete sidequests.

- Ingredients are used by Ignis to cook dishes with temporary stat-boosting benefits when you make camp at havens.

- Leisure Goods are items tied to mini-games.

- Auto Parts are used to customize or upgrade the Regalia.

- Key Items are unique, quest-related objects.

- Gil is the primary currency in the Final Fantasy universe. You need Gil to make any purchase. Gil can be obtained by completing quests and by selling items that you do not need, particularly treasures.

Shops

There are several types of shop in the game, each offering unique varieties of goods or services. Note that the equipment sold differs from store to store.

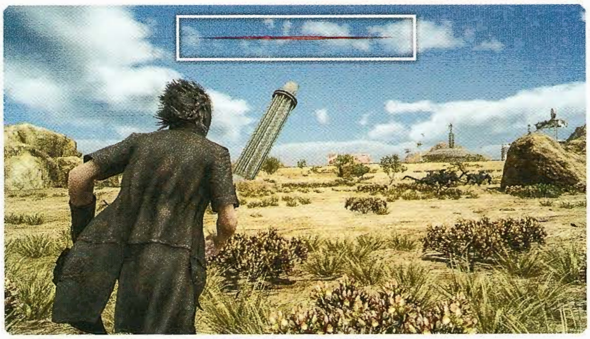
Shops Overview

SHOP	SHOP TYPE	DESCRIPTION
	Restaurant/ Diner/Tipster	Offer information (updating your map with points of interest in the surrounding area) and sell meals (providing temporary stat boosts); they also act as hunt sidequest vendors.
	Lodging	Rent rooms or caravans, restoring all of your HP and tallying up the EXP you have acquired.
	Shop	Sell assorted items, including consumables such as potions, cooking ingredients and auto parts.
	Arms Vendor	Sell combat-oriented gear, such as weapons and accessories.
	Garage	Provide maintenance and customization services for your vehicle.

Skipping Cutscenes

While most players will want to see every last story development, there are instances (particularly after failing a difficult boss battle, or while replaying the game) where you may wish to avoid revisiting a cinematic sequence. To skip cutscenes, press OPTIONS/⊜, then tap Ⓐ/Ⓨ. This option is occasionally unavailable during shorter interludes.

Stealth & Combat Initiative



Threat Meter: As you walk within range of enemies, a red threat meter appears at the top of the screen. This indicates that the foe in question is about to detect – and therefore attack – you. Some monsters react more quickly than others, but, generally speaking, expect early-game foes to be relatively slow (giving you ample time to take the initiative), whereas opponents in the later game will be swift to mount an assault. As long as potential assailants have not spotted you, in most cases because they are facing in a different direction, you can move stealthily and choose the best moment to strike.



Warp-Kill: During certain missions, if you approach a human enemy without being detected before the formal commencement of hostilities, you may take them down instantly with a warp-kill. Press △/Y when the corresponding button prompt appears on-screen to teleport to the target and kill it in a single blow, irrespective of its HP or resistances. If you are still incognito after a warp-kill, you can repeat the maneuver.



Warp-Strike: In situations where a warp-kill is not a possibility (for instance, when your opponents are facing in your direction), a traditional warp-strike is a great way to commence your assault. This command enables you to teleport straight to a target, inflicting significant damage. The downside is that it can leave you isolated from your party members for a few seconds, and therefore subjected to the exclusive attention of all foes in proximity. This is a high-risk/high-reward strategy that you may usually find to be of merit.

Defensive Moves



Roll-Dodge: One very effective way to avoid incoming enemy attacks is to roll-dodge away from them, which is performed by tapping □/X. This move is useful not merely to evade assaults, but also to quickly reposition Noctis in a more advantageous position – for example, behind an opponent. If you are unsure of the timing or range of an imminent enemy assault, preemptive roll-dodging is often the safest way to avoid injury.



Defend/Phase: The defend command is the second staple defensive move. Simply hold □/X and Noctis will automatically evade enemy attacks. This command makes it easy to keep Noctis unharmed whenever you identify that an opponent is poised to hit you. There are, however, two limitations to this command. Firstly, phasing costs MP, so you need to monitor your gauge closely to avoid leaving yourself vulnerable at a critical moment. Secondly, some of the more powerful enemy blows cannot be phased through. With such attacks, you will need to either roll-dodge or perform a successful parry.



Parry: Certain specific enemy attacks trigger an on-screen button prompt inviting you to guard with □/X. At first glance, this works just like the defend command. However, this is followed by a second prompt shortly afterwards, inviting you to parry with ○/B. If you press the button on time, the assault is deflected; if you fail, the attack will hit you even though you were holding the guard button. Your reactions need to be very sharp for the maneuver to succeed. Each and every time the prompt appears, hold the guard button and be ready to press ○/B within a fraction of a second. Almost all of the more demanding battles in *Final Fantasy XV* will test your ability to perform this skill, and we cannot emphasize enough just how important it is to master it.

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Counter: A successful parry is sometimes followed by a counter opportunity. In practical terms, you need to press ◯/Ⓑ a second time, moments after the initial parry. Just like the parry command itself, the timing window of this counterattack move is extremely tight and will require practice. An easy way to improve your strike rate early in the adventure is to press the button repeatedly after a successful parry; though a less than elegant solution, it should usually guarantee a counter.



Stagger: If you manage to block an incoming enemy attack with the defend command while wielding a weapon of the shield type, you may briefly stagger the target in question. When facing particularly large creatures, the stagger effect might only occur if you achieve a "perfect defense" – in other words, should you initiate the defend command during the final animation frames before the enemy's attack lands.



Crowd Management: A stalwart defense relies not only on parrying or dodging commands, but also on your ability to keep track of all enemies. You will often face large groups of foes where attacks can potentially arrive from any direction. Make good use of Ⓡ to monitor opponents in the surrounding vicinity, paying special attention to swifter and more agile targets. Whenever you face four or more assailants at once, it usually pays to move to the periphery of the group, avoiding scenarios where you are quickly surrounded. It is also prudent to focus on eliminating foes one at a time, and to diligently target aggressors already weakened by your allies where possible. This enables you to more efficiently reduce the damage-dealing potential of enemy hordes.



Warp: Warping (△/Ⓨ) can be used as a defensive move to swiftly escape an incoming assault. If you tap the button briefly, Noctis will teleport forward, remaining immune during the warp process. If you hold while locked on to a target, Noctis will instead blade-warp to it. If you point-warp to a blue marker on the surrounding scenery, Noctis's MP is instantly restored.



Cover: Taking cover is a contextual move that has a few interesting applications. To take cover, simply hold □/Ⓧ when the prompt appears in proximity to a suitable piece of scenery. Standing behind cover confers the benefit of faster regeneration of HP and MP.



Escape: In emergency situations or when time is of the essence, you can escape a skirmish simply by sprinting away from the battle zone. This is represented by a glowing red perimeter on your mini-map. The moment you step out of these boundaries, the battle ends; any incapacitated party members will automatically climb to their feet. You can then heal up and reformulate your strategy before making another attempt, or seek an alternative route to your destination. It is also perfectly reasonable to use this to skip encounters against weaker enemies who will offer little or nothing in the way of tangible rewards.

Offensive Moves

There are many techniques that you can employ to defeat enemies. To truly master combat you'll not only need to acquire a proficiency in all of them, but also an intuitive grasp of when each move is most appropriate.



Single Attacks: These are performed by pressing ◎/Ⓑ. Each button press leads to a unique attack, though these can be repeated in rapid succession to perform combos.



Finisher: If at any point you stop in the middle of a combo, even after a single attack, there is a brief window during which you may perform a Finisher – a powerful attack that can have special properties. Simply release ◎/Ⓑ, then press it again during the Finisher "window". With most weapons, a Finisher opportunity is indicated by a clear visual cue: Noctis taking a step backward. For swords, you need to press the button when Noctis extends his right arm outward, just as the sword begins to disappear.



Automatic Combos: You can perform fluid combos by holding ◎/Ⓑ. This leads to an automatic series of attacks aimed at the currently selected target and concluded with a powerful blow. Note that you can perform directional attacks after the first hit of a combo by tilting Ⓛ while pressing or holding the attack button. Each weapon category has access to different directional attacks. For example, greatswords can unleash a devastating charged blow if you hold (and eventually release) the attack button while tilting the stick away from your target.



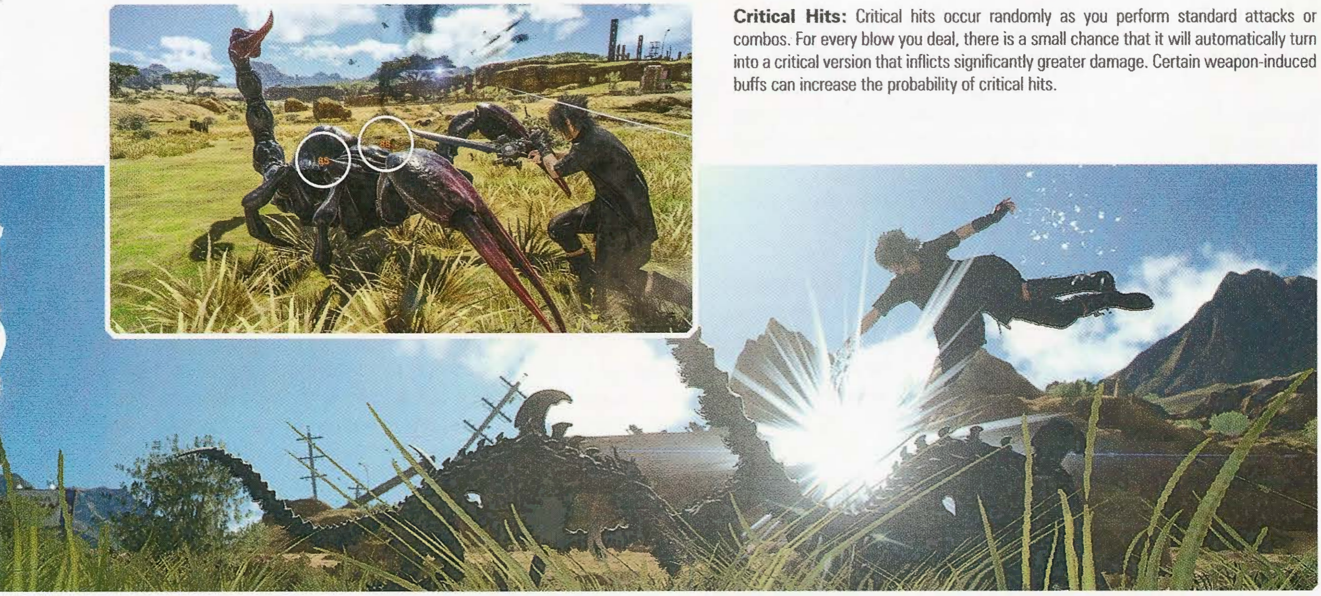
Break: Certain attacks have the ability to "break" the enemy. This system revolves around the fact that enemies have distinct body parts (also referred to as "appendages"). You can discern each distinct bodily target on an enemy by noting the appearance of a reticle; cycle through a foe's body parts with Ⓡ while you are locked on to it. Triggering a break on a body part can lead to many different but universally positive effects, though the precise result depends on the enemy in question. You can find a complete analysis of this complex system on page 284.



Lock On: You can lock on to any highlighted target by holding R1/RB. Once target lock has been activated, you can move it between adversaries within range with Ⓡ. Locking on enables you to focus all your efforts on one foe at a time, which negates the need for constant directional adjustments and simplifies the process of thinning enemy numbers whenever you fight groups.



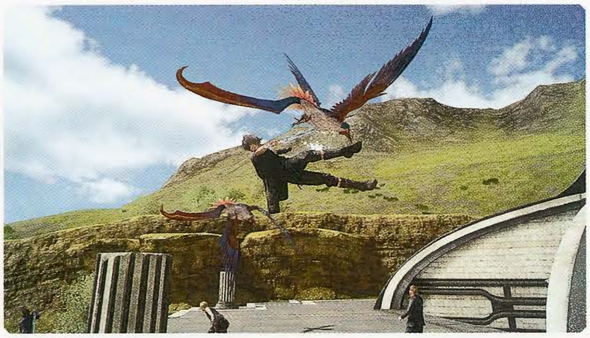
Switch Weapon: You are free to switch weapons in real time during combat by pressing ✥ in the relevant direction. This feature is absolutely essential in that it enables you to exploit enemy weaknesses, as many opponents are actually vulnerable to specific weapon types. When you fight groups, two different species may very well be susceptible to different weapon types – so the ability to switch on the fly is pivotal.



Critical Hits: Critical hits occur randomly as you perform standard attacks or combos. For every blow you deal, there is a small chance that it will automatically turn into a critical version that inflicts significantly greater damage. Certain weapon-induced buffs can increase the probability of critical hits.



Warp-Strikes: Blade-warping is executed by locking on to a target and then holding Ⓐ/Ⓨ. With this command, Noctis teleports straight to the target and inflicts a powerful blow, at the cost of MP. The damage inflicted by warp-strikes is determined by the distance traveled, with long-range assaults being most effective. You can also point-warp to certain elevated positions (in short, any vantage point highlighted by a distinctive blue marker) whenever they are available. This enables you to temporarily move away from your opponents, enjoying a brief moment of respite (and full MP regeneration) before you warp-strike back to them when the timing is right. If you hold the warp button, you can perform multiple strikes in quick succession. Beware, though: this will rapidly drain your MP gauge.



Aerial Combos: Combos performed while Noctis is airborne enable him to maintain his position until the attack sequence is complete, which is often essential against flying targets or specific body parts on giant opponents. The most convenient way to initiate these is usually to acquire target lock and then use a warp-strike. Once Noctis has unlocked certain abilities in his Ascension tree, aerial combos can be extended by tilting Ⓛ in any direction.



Blindsides: These are special contextual attacks that Noctis automatically performs when he stands behind an enemy. Though the attendant animation sequence makes them slower than normal attacks, they inflict much more damage. When facing large and slow creatures, maneuvering with roll-dodges to stay behind them can be a very effective strategy – both leaving you out of range of their primary attacks and in a position where you can subject them to a constant barrage of normal attacks and Blindsides.



Link Attacks: These are special contextual moves that Noctis performs when he stands in close proximity to another party member as they both initiate an attack. If both characters are directly behind a monster, for example, they may execute a Blindside Link (two Blindsides combined in a single action). All of these moves prove more powerful than standard blows thanks to bonus damage multipliers that are displayed on-screen while the assault is performed.

Libra

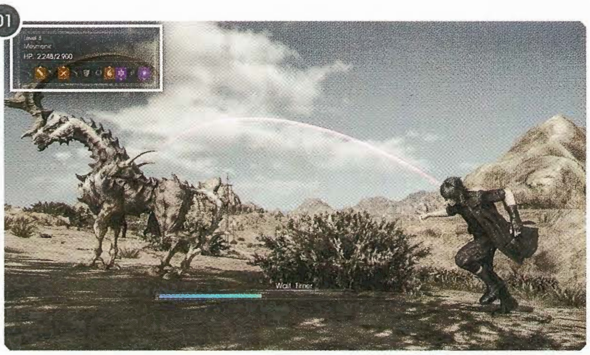
Both Noctis and Ignis have access to Libra-related abilities. These enable you to scan enemies and reveal their weaknesses (01).

By default, the Libra information of each opponent is sealed. To break this resistance, you need to lock on to the target while in Wait Mode. Given the importance of this system, we strongly suggest that you enable Wait Mode from the very beginning of the game (Pause menu → Options → Combat).

The Libra scanning process is not immediate. When you begin locking on to a target while in Wait Mode, you will see a circular gauge surrounding the enemy gradually fill. It is only once the gauge is full that the Libra information will be displayed on the screen, in the top-left corner. Availability of the Libra information is represented by an icon ( ) that appears next to the enemy's name.

Ignis can also reveal enemy intel. This requires you to first acquire Ignis's "Analyze" ability in the Teamwork Ascension tree. Whenever he successfully uses this ability in battle (which is shown in a small window that briefly appears above your party's HP display), you can subsequently reveal the corresponding target's Libra details without having to go through the usual scanning process. The ability is single-target: it has to be applied to each enemy you face.

01



Though not an offensive move per se, the capacity to discover enemy strengths and weaknesses is critical in terms of combat strategy. Once you have identified which element or weapon type a creature is most susceptible to, you can subsequently equip weapons infused with the element in question, or craft a spell exploiting the same weakness, or switch to accessories offering enhanced resistance against the creature's strong element.



Spells

Unlike previous installments in the series, spells in ***Final Fantasy XV*** are considered as items.

To have access to a spell, you first need to collect elemental energy from deposits, most commonly found around havens: , and . Hold ⊗/Ⓐ while in close proximity to one of these resource nodes to absorb the energy (02). You also need a Magic Flask – the physical container in which the spell will be stored.

You can then craft any spell made from the element in question via the main menu's Elemancy entry. The more units of energy you use, the more powerful the spell will be – so a 30-unit Fire will be significantly stronger than a 10-unit Fire. You can even mix different elements together to create potent combinations. At any given time, you can only craft as many spells as you own Magic Flasks. When you cast a spell, only its components are consumed: the Magic Flask permanently remains in your inventory.

02



Additionally, you can create unique transmuted spells by combining a catalyst with elemental energy during the crafting process, each catalyst offering a unique added effect. For instance, combining 10 units of Fire energy with a potion will lead to the creation of a Fire spell that will damage enemies while healing you.

You can find a complete presentation of this rich and complex system in our Strategy & Analysis chapter (see page 274). For now, though, all you need to know is that there are three "tiers" of spells, as described in the following table. The higher the tier of a spell, the more potent its effects (both in terms of damage and effect radius).

Spell Tiers

TIER	ELEMENT	POWER REQUIRED	SPELL NAME
1	Fire	1 to 99	Fire
	Ice	1 to 99	Blizzard
	Lightning	1 to 99	Thunder
2 ("-ra")	Fire	100 to 199	Fira
	Ice	100 to 199	Blizzara
	Lightning	100 to 199	Thundara
3 ("-ga")	Fire	200+	Firaga
	Ice	200+	Blizzaga
	Lightning	200+	Thundaga

Once you have a spell in your inventory, you must equip it via the Gear menu, either as Secondary Arms for your allies, or as Primary Arms (available as ✥ shortcuts during combat) for Noctis. Hold the attack button and aim with Ⓛ: release the button to cast the spell. The spell will then be on cooldown for a short period before you can cast it again. If you run out of charges, the icon will disappear.

Spells are very powerful in ***FFXV*** and should be considered as a special move that you employ when it is strategically appropriate, not as a matter of course. The simple fact that they are fairly effortful to prepare is evidence of this, but their raw power rather underlines the theory.

One interesting application of spells is to use them to initiate combat against strong foes that are vulnerable to an element, or to launch surprise attacks on large groups of creatures stationed in close proximity (03). Whenever you fail in a difficult battle, consider this strategy before you try again – it may ease the opening exchanges in a way that tips the odds in your favor.

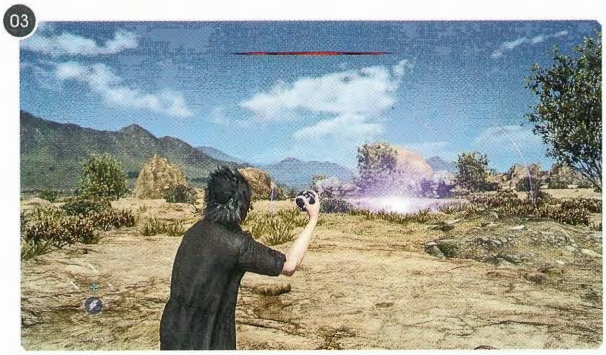
Special Abilities

Armiger

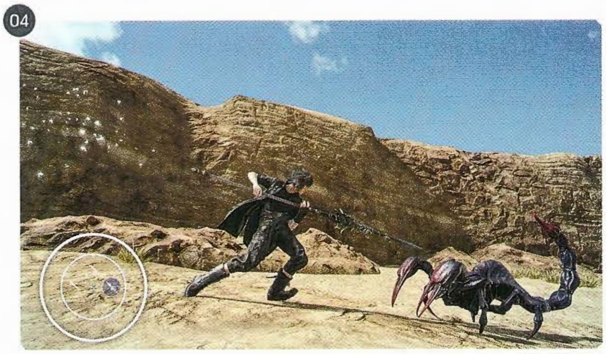
Relatively early in the adventure (after you retrieve the Swords of the Wanderer during Chapter 03), Noctis obtains a special ability called Armiger. Its availability is represented by a circular gauge that surrounds the Primary Arms display in the bottom-left corner of your screen (04). The gauge fills gradually as you land blows and defend successfully.

Once the gauge is full, you can unleash Noctis's Armiger skill by pressing L1 + R1/LB + RB simultaneously. This places Noctis in a heightened state where his stats are enhanced (05). Think of it as the equivalent of Limit Breaks used in previous Final Fantasy installments. The gauge rapidly depletes while this mode is active. Once it is completely empty, Noctis returns to his normal self and the benefits of Armiger end instantly.

03



04



05



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Techniques

Noctis's allies can deploy special abilities known as "techniques". These are activated by holding L1/LB and pressing ✥. Each of your allies is "mapped" to a direction on ✥: Ignis to ↑, Prompto to ←, Gladiolus to →, and occasional guests to ↓.

Techniques are unlocked in the Ascension menu by spending AP (a system that we cover in more detail later in this chapter: see page 26). Essentially, your feats in the game regularly reward you with AP that you can spend as you please at the Ascension screen. Each character's first technique is unlocked by default. More advanced techniques await in their dedicated Ascension branches and involve significant AP investments.

As a rule, techniques are very potent abilities with unique properties: some hit all enemies within a fixed radius (known as "area-of-effect" attacks, or AOE), while others have elemental properties, and so forth.

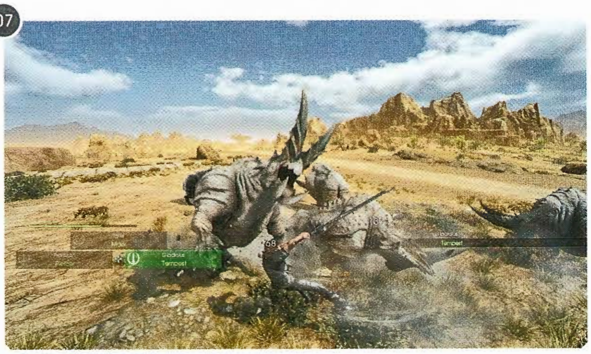
Techniques can only be used once the tech bar on the left of the screen is sufficiently filled (06). Early techniques consume a single segment of the gauge, but later ones can require a full three-segment bar. The gauge fills gradually during battles, with the rate slightly accelerated when you perform successful attacks and blocks.

In most battles, you can unleash techniques only rarely as the gauge is filled at a fairly ponderous crawl. This means that you need to make good use of these attacks once they are available. For example, Gladiolus's Tempest, a technique with area-of-effect damage, is perfect against groups of enemies as it affects all hostiles within a reasonably large area (07). Prompto's Piercer, meanwhile, is suitable for more resilient individual foes as it reduces their defense, increasing the damage dealt by the entire party. You can find a comprehensive explanation of this system on page 288.

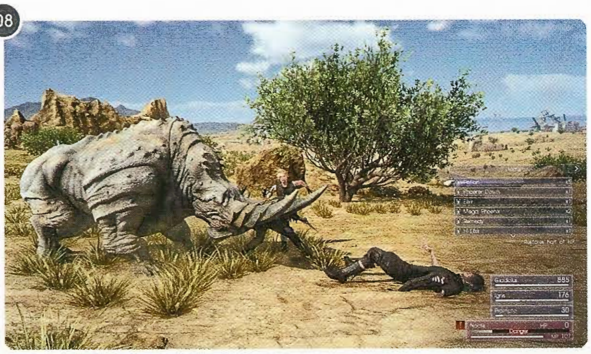
06



07



08



Battle Items

Press R2/RT at any moment during battle to freeze time and display the Items menu, where you can use consumables held in your inventory (08). This enables you to, among other things, heal your characters with various potions, cure status ailments such as Poison, or resurrect allies who have fallen in battle.



Combat Flow

At its core, combat in ***Final Fantasy XV*** is both intuitive and straightforward. You have access to two primary functions, which could even be described as "stances": attack and defense. Each of these is associated to a controller button: you attack with ◎/Ⓑ and defend with ▣/Ⓧ.

This might sound rather simple, but the system is deeper than you might expect, as so much rests on your ability to adapt to the unique timing of each enemy attack. You need to be ready to guard with ▣/Ⓧ whenever you identify that an enemy is about to strike – for example, when you recognize an animation that telegraphs a specific assault. However, you also need to spend as much time as you can on the offensive in order to bring the battle to an end, which rather impedes your ability to defend with precision. This almost plays like a dance between you and your foes – a dance in which you keep time with the (often irregular) beat by switching between stances in accordance with the movements of your opponents. It is the sharpness of your reactions and your capacity to adapt to the tempo of enemy attacks that determines your success or failure.

As you progress, new systems are gradually made available that serve to enrich this elementary yet engrossing system. Over time, and particularly if you intend to complete the harder optional activities, it becomes necessary to juggle all available moves simultaneously. Your objective is to constantly adapt to the situation and make decisions such as:

- Attacking enemies with the weapon types they are vulnerable to;
- Blocking and parrying their assaults with good timing;
- Making the most of warp-strikes, including when there are point-warp positions available on the battlefield;
- Keeping track of all foes, including those behind you;
- Constantly repositioning Noctis to limit your exposure to attacks from blind spots, to increase your chances of performing special moves such as Blindsides, and to exploit cover opportunities;
- Switching weapons on the fly, as required, to optimize your damage output;
- Unleashing techniques, spells or Armiger when you identify strategic openings;
- Consuming battle items to maintain party health whenever necessary.

It is vitally important that you adapt your strategy and actions to the enemies you face (reacting appropriately to their attack patterns and exploiting their weaknesses), while making the most of more contextual actions such as the activation of powerful attacks, all of which requires a constant "live" assessment of the current situation.

So: the system ***seems*** simple at first – but the process of evaluating available MP, techniques, spells and items, while keeping track of all active foes, and both planning then executing your actions, ***all at the same time***, is anything but.

Wait Mode & Difficulty

The combat system in ***Final Fantasy XV*** is more action-oriented than those found in most of its predecessors. The pace of battles is typically fast and relentless, requiring you to manage and observe multiple factors simultaneously and in real time: attack, defense, Noctis's position, ally behavior, enemy movements, camera orientation, and so forth.

If you struggle to cope and find the tempo of combat too intense for your liking, consider visiting the Pause menu to activate Wait Mode: select Options, then switch the Combat entry from Active to Wait.

Wait Mode affects the flow of time during battles. The principle is simple: when you issue commands with the controller (tilting Ⓛ or pressing buttons), time flows normally; when you are not making direct instructions, time stands still.

If you ever feel overwhelmed or unsure about what your next step should be, Wait Mode might be exactly what you need. While the action is frozen, you can still observe your opponents and change targets with Ⓡ. This enables you to get a clear sense of what is going on, where your allies and enemies are positioned, who is about to attack, and therefore what your best course of action might be. If you spot a group of monsters in close proximity, for instance, Wait Mode makes it much easier to fire off an area-of-effect spell or technique to take them all down before they disperse. In high-pressure situations, it removes the danger of scrutinizing your surroundings to locate and target the succor of a point-warp indicator, or to identify a rifleman firing at your party with impunity from an elevated vantage point and warp-strike to his position before his attacks take a toll.

In each battle, you can only stay in Wait Mode for a limited amount of time: this is represented by a Wait Timer at the bottom of the screen. This gauge gradually depletes over time. If it reaches zero, Wait Mode ends and you return to Active Mode automatically. The timer is fully restored at the beginning of each battle. Here is a list of the main advantages granted by Wait Mode:

- Wait Mode enables Noctis to access enemy intel using the Libra features (R1/RB), making it an essential tool to reveal their strengths and weaknesses.
- While in Wait Mode, you can see colored lines linking each combatant to its current target: blue for allies, red for enemies. You can use this information to identify enemies who are targeting other party members, then strike them from behind while their attention is elsewhere.
- During Wait Mode, you automatically lock on to targets.
- If you initiate an attack on a distant target while in Wait Mode, Noctis runs faster than usual.

The key to succeeding in battle often lies in your ability to assess situations accurately in order to enact the most appropriate strategy. The purpose of Wait Mode is to make that process less frantic – it gives you the time to observe and plan ahead. If Wait Mode is not enough and you still struggle with combat encounters in general, note that you can also lower the game's difficulty. To do so, open the Pause menu, then select the Difficulty entry and switch to Easy. This gives you an edge by lowering the attributes of enemies and by multiplying the Wait Timer by 10 – a welcome accessibility setting for less experienced players.

HP, Danger Status & Death

The four members of your party each have a **maximum HP** value – the amount of HP they have when at full health. As a rule, damage does not affect maximum HP: whenever a character sustains damage, only his **current HP** is lowered (his theoretical maximum HP value remains unchanged). Simply heal an injured character (for example with a consumable potion) or let him gradually recover over time and his current HP will be restored to the maximum HP limit.

There are two situations that can lead a character's maximum HP to be reduced:

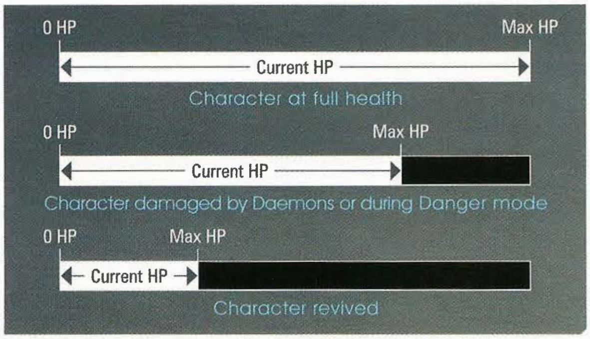
- ◇ If your current HP gauge is fully depleted by an enemy attack, your character enters **Danger** status. In this condition, your character's abilities are impaired: you cannot perform any action other than moving around at a slow pace (though you can still move marginally faster with ◎/Ⓑ) and displaying the Items menu to heal with an item. More importantly, in Danger status your maximum HP bar gradually drains, and can be further reduced by any additional damage inflicted by your opponents. To recover from Danger status, you need to use a recovery item, or to be assisted by another party member, or to remain unharmed long enough for your character to recover automatically.
- ◇ A specific type of enemies, **Daemons**, deal damage that reduces both your current HP and maximum HP simultaneously, making them particularly dangerous. Daemons typically roam at night and in dark environments such as tombs and tunnels.

Whenever your maximum HP is reduced, your current HP can only be restored within the limit of your (diminished) maximum HP. In other words, your maximum HP is capped, putting you in a very tight spot for future encounters (09). To lift this penalty and restore your maximum HP back to normal, you will either need to rest at a camp or lodging, or to use powerful consumable items that are both rather expensive and generally scarce.

09



If a maximum HP bar reaches 0, the character in question dies. If this happens to Noctis, you only have a few seconds to quickly use a recovery item, such as a Phoenix Down, or you will experience a visit to the Game Over screen. Fallen allies can also be resurrected with items such as Phoenix Downs. Note that a revived character sees his max HP value set to a very low level.



MP

A feature only available to Noctis, MP (which stands for Magic Points), corresponds to his magic energy pool. Every time you perform technical combat skills (such as phasing or warp-striking), the move's cost is deducted from Noctis's MP gauge. The gauge is replenished in four ways:

- ◇ MP slowly refills automatically over time – a process that you can speed up by taking cover behind a large object.
- ◇ Point-warping to a blue marker on the surrounding scenery will instantly restore all of Noctis's MP.
- ◇ Once you learn the Osmostrike Ascension ability, aerial attacks that strike true provide a boost to the gauge fill rate, which rewards aggressive strategies.
- ◇ Last but not least, various consumable items (such as Ethers) enable you to instantly refill the gauge to a level determined by their efficacy.

When the MP gauge is exhausted, Noctis enters **Stasis** – a condition where all MP-based moves are temporarily disabled. During Stasis, Noctis briefly collapses if you try to perform MP-based moves. MP recovery will also stop for a few seconds, so it makes sense to avoid this condition entirely. Carefully monitor your MP gauge and be careful not to stack multiple costly techniques in quick succession (particularly warps, which tend to take a significant toll on MP). That one extra attack or action is rarely worth the punitive measures that Stasis inflicts.

Attributes

Attributes are parameters that have a strong influence on your character's combat efficiency. These can be viewed via the Main Menu, and in more specific detail in the Gear section (10).

You can increase your attributes with gear, and with meals that you eat at restaurants or while camping.

- ◇ Gear can be relatively hard to come by or expensive to purchase, but the bonuses obtained through equipment remain active for as long as it is equipped.
- ◇ Meal-induced boosts are easy to trigger. The bonuses they provide are temporary, but making camp at a haven is free and only consumes ingredients, which can be farmed with little effort.

Stat buffs are essential factors to take into account when preparing for battle. For example, if you are about to face a foe that uses Fire-infused attacks, equipping an accessory that buffs your resistance to this element will make a massive difference. Likewise, a boost to your magic stat will greatly enhance your performance if you plan to defeat an opponent with spells. More generally, having the party sit down for a suitable meal prior to attempting a tough battle (for instance, just before you face a fearsome hunt target) can be a very effective way to increase your chances of success.

10



Attributes: Overview

ICON	ATTRIBUTE	DESCRIPTION
	HP	Your maximum HP value, when your HP gauge is full.
	Attack	Base stat that determines the damage dealt by physical attacks.
	Defense	Base stat that determines the damage incurred from enemy physical attacks.
	Strength	Affects the damage you deal with physical attacks.
	Vitality	Affects how well you resist physical damage.
	Spirit	Affects how well you resist magic damage.
	Magic	Affects the damage you deal with spells.
	Fire Resistance	Ratio by which damage incurred from Fire-type attacks is adjusted.
	Ice Resistance	Ratio by which damage incurred from Ice-type attacks is adjusted.
	Lightning Resistance	Ratio by which damage incurred from Lightning-type attacks is adjusted.
	Dark Resistance	Ratio by which damage incurred from Dark-type attacks is adjusted.
	Shot Resistance	Ratio by which damage incurred from ballistic attacks is adjusted.

Status Effects

Status enhancements (also called buffs) are beneficial status effects that improve the defensive or offensive prowess of the user by boosting one or more of his or her attributes. Enhancements are most commonly bestowed by equipping specific pieces of gear (particularly accessories) or by eating meals. They are represented by square-shaped blue or green icons.

Status alterations are detrimental effects that can hamper a combatant's ability to fight, either by reducing one of more of his stats or by inflicting a debilitating condition. Alterations are represented by red square-shaped icons. When you are assailed by status alterations, you usually need to react quickly. The most common cure is to use a consumable item. There are also a number of accessories that can provide partial or complete protection against particular status alterations.

Final Fantasy XV features a very large number of status effects, each with very specific applications, so this is a topic that we cover in greater detail in our Strategy & Analysis chapter (see page 282).

Damage Types & Elements

All attacks in the game are either physical or magical in nature, the former dealing damage based on the Strength attribute (which applies to weapons), and the latter based on the Magic attribute (which applies to spells).

Physical attacks can be either non-elemental (neutral) or elemental – in other words, imbued with an element from a subset of five elemental varieties. Spells are always elemental by nature.

In addition, each weapon type inflicts a specific type of damage.

Elements

ICON	MEANING
	Fire
	Ice
	Lightning
	Light
	Dark

Damage Types

ICON	MEANING
	Swords
	Greatswords
	Polearms
	Firearms
	Daggers
	Shields
	Machinery

All enemies have a set of affinities, which determine the amount of damage they sustain from attacks. When you strike, the color of the damage values that appear on your screen indicates the nature of the target's affinity to the type of damage you're causing: white means standard damage; orange stands for increased damage (in other words, enemy weakness); purple denotes reduced damage (in other words, enemy resistance). Once you have identified a creature's weaknesses, it is up to you to adapt your gear accordingly to take advantage of them. For example, if a creature is weak to swords and to the Fire element, equipping a Fire-imbued sword (such as a Flame Tongue) will lead to optimal results.

This "damage type" system is one of the cornerstones of combat in *Final Fantasy XV*. We cover the properties of every single item and piece of equipment in our Inventory chapter. Though there is no need for you to explore this section of the guide for now, you will certainly come to rely on it for reference once you are further into the adventure.

CHARACTER PROGRESSION

As you advance through the main storyline, your characters will become stronger and more resilient in many ways. Understanding and optimizing their progression is vital if you are to enjoy the game to its fullest and to remain on par with (or even ahead of) the difficulty curve.

In this section we introduce the handful of systems that character progression revolves around. A more comprehensive analysis is offered in our Strategy & Analysis chapter (see page 294), but it makes sense for you to wait until you have more hands-on experience with the game before you delve into that chapter.

Experience

One of the ways to permanently increase character attributes is via the accumulation of experience points (EXP). You gather EXP both by defeating enemies in battles and by completing quests. Typically, imposing foes and demanding tasks offer substantially better EXP rewards than the extermination of mangy curs and simple fetch quests. Interactive conversations can also be an additional (though marginal) source of EXP.

One important point to note is that you do not enjoy the benefits of your EXP gains immediately: you must first rest either at a lodging or by making camp at a haven. It is only then that you will see the EXP you have accumulated since your previous night of sleep added to each character's experience level (01).

Every time a character's EXP passes certain thresholds (every time the bar fills), he "levels up". Leveling up has multiple benefits, the most pertinent of which is that the character in question will experience attribute increases. Stat growth when you level up is automatic: you do not have to manually allot points into the different categories. You usually experience the more palpable benefits of leveling up immediately, especially during the opening hours of the story: whenever you face familiar monsters, you will notice how you inflict greater damage while sustaining less harm from their blows.

When you study your outstanding missions in the Quest menu, a level recommendation is always listed. As a general rule, it's wise to favor missions where you meet or exceed the level recommendation, and leave those two or more points above your current level until later.

Ascension

Another system that contributes significantly to permanently improving your combat performances is found in the Ascension menu, where you can study various development trees (02). These are sorted by themes (Magic, Recovery, Techniques, and so on) and can be cycled through with L1 & R1/LB & RB. An Ascension tree is made of a series of interconnected nodes, each known as "nexus". As you unlock a nexus, it becomes active, immediately granting the character in question the promised bonus or new ability.

To unlock a nexus, you need to invest the specified AP cost. Early nexuses cost only a handful of AP, but the prices tend to rise sharply as you move further along the branches.

You can obtain AP primarily by leveling up, by completing quests, by making the dialogue selections that offer relevant bonuses during interactive conversations, by defeating enemies with specific moves (such as warp-strikes and parries), and by completing optional strategy objectives that are revealed at the beginning of certain battles. For example, one of your very first skirmishes in the game will challenge you to deal five blows on your enemies. Achieving this sub-goal will reward you with AP. Later, you will be asked to perform gradually more complicated feats – defend against multiple enemy assaults, perform a set number of link-strikes, and so forth.

As long as you have the required AP, you can purchase available Ascension nexuses in any order that you wish. The choices that you make will affect how you perform in battle, and overlooking valuable upgrades can put you at a disadvantage. For instance, you have the option to unlock Ignis's Enhancement technique very early on. This essential command enables you to imbue Noctis's weapon with the element that your current target is weakest to. Prioritizing this all-important ability over less critical ones can give you an edge at the beginning of the adventure. You can also benefit by unlocking nexuses that provide AP bonuses at an early stage.

As the various development trees open up, your options become more and more numerous. Prioritizing key unlocks that work well with your play style is of utmost importance, so take the time to study the descriptions of each one (and consult our advice) before you invest AP.

01



02



Gear

A third way to improve your party's performance is to acquire improved gear that offers attribute boosts. Strictly speaking, gear-induced bonuses are not permanent (unlike bonuses secured through leveling up and Ascension unlocks) as they only last for as long as you keep the item in question equipped. However, as you will usually only remove a piece of gear to replace it with something better or more suited to a specific task, equipment in general remains one of the most powerful ways to improve the performance of party members.

Shops are the most common source of gear. As you advance in the main storyline and explore the world of Eos you will regularly find new stores and merchants, with a gradual improvement in the quality of their products. Purchases are made by spending Gil, the in-game currency, which you accrue by selling monster drops and completing quests. As with Ascension unlocks, though, you will rarely be able to buy everything you could possibly want at any given time. Indeed, advanced equipment can prove expensive, so you will need to make strategic choices and prioritize the pieces that are likely to have the most impact on your combat prowess. If you are due to visit a dungeon guarded by creatures weak to Fire, a Fire-infused sword might make a world of a difference, whereas a defensive accessory of equivalent price would have an altogether



more subtle effect. If you are too short of funds to be able to afford a critical item, consider undertaking sidequests (particularly hunts) or "farming" local monsters until you have earned sufficient Gil.

You can find comprehensive analysis of all gear in our Inventory chapter (see page 200), including prices, availability conditions and stat boosts for every single item.

Skills

Each of your four party members has a unique skill. You can view their progression in their favored discipline at the level up screen when you rest at camps or lodgings. The following text offers a basic introduction to the system. You can, of course, find a complete presentation (with all related items, parameters and advice) in our Strategy & Analysis chapter on page 303.

Fishing

As you explore the vast expanses of Eos, you will gradually discover fishing spots where Noctis can practice his skill. You encounter the first one in the game's opening chapter once you reach Galdin Quay.

The fishing mini-game is very straightforward to play, with all available commands listed on the screen. All you need is a line and a lure, and you are all set. Every fish that you catch rewards Noctis with a specific amount of skill points depending on its size and rarity. By leveling up, Noctis improves in various fields, from his actual fishing abilities to the efficiency of his equipment.

Survival

Gladiolus is the party's survival expert. His skill increases as you run around in the world of Eos: the more steps you walk, the more skill points he obtains. Leveling up this skill is therefore very easy, and should happen steadily if you explore each region – even more so if you're happy to go off the beaten track.

Gladiolus's skill governs the quality and variety of items you obtain at the end of battles, regardless of their outcome. These items are not enemy drops, but special objects "found" by your ally. At low Survival levels, the items you receive are relatively basic (potions, for example), but they become far more valuable at higher levels (in the form of mighty elixirs, or ingots with tremendous resale value).

Cooking

Ignis is your party's official cook. Whenever you make camp at a haven, he will offer to prepare a meal which grants a temporary buff to all allies. Available dishes depend on which recipes he has mastered so far, and the ingredients you currently have in stock.

- Ingredients can be dropped by defeated enemies, purchased from shops, and obtained as collectibles scattered around the world of Eos. These are clearly marked with icons on the in-game map (&).
- Recipes are obtained in a variety of ways, such as eating new dishes in restaurants or by defeating specific enemy types.

Ignis obtains skill points by cooking, with higher totals available for more elaborate dishes. Leveling up enables him to unlock new recipes.

Photography

Prompto's skill is photography. Every photo that he takes grants him skill points. Each standard picture is worth a small amount of skill points while quest-related pictures, such as those taken during "Photo Op" or "Tour" sidequests, are worth far more.

As he levels up, Prompto unlocks various color effects and techniques such as the ability to take selfies. You can review pictures when you rest at camps or lodgings.



Walkthrough

WALKTHROUGH

This chapter will guide you through the full ***Final Fantasy XV*** adventure, covering both the game's main quests and optional objectives. You can either follow it step-by-step to enjoy a streamlined path to 100% completion, or simply consult it as and when required: the choice is yours.

- Quickstart
- Primer
- Walkthrough
- Sidequests
- Inventory
- Bestiary
- Strategy & Analysis
- Extras
- Index



INTRODUCTION

Final Fantasy XV features a vast continent that you can gradually unlock and explore, region by region, as you complete quests that advance the main storyline. Most locales have numerous sidequests and other assorted optional diversions to enjoy, so there are regular opportunities to leave the main narrative path to partake in profitable pursuits. This walkthrough covers all available activities, from critical missions to single-step interactions, to enable you to plot a course through the adventure that suits your playstyle.

Each region that you visit is introduced in the guide with a double-page spread that features a large area map as its focal point. This highlights:

- The collectibles and points of interest for the area in question.
- A visual representation of the path that you follow to complete primary quests.
- The various sidequests and optional objectives that you might feasibly complete while in the area, taking your likely current level into account, with caption call-outs detailing basic requirements and essential advice.

The pages that follow each map offer a traditional walkthrough for the main storyline events that occur on the corresponding map portion. This provides step-by-step guidance, with screenshots and captions detailing the actions you need to take. For ease of reference, each entry is identified by a clear number icon that links to the area map.

If you would like to complete the adventure with minimal assistance, the map-oriented pages offer an easy-to-follow directory of all available activities and collectibles. Expert players can use these to plan their path through the adventure without fear of missing potential rewards.

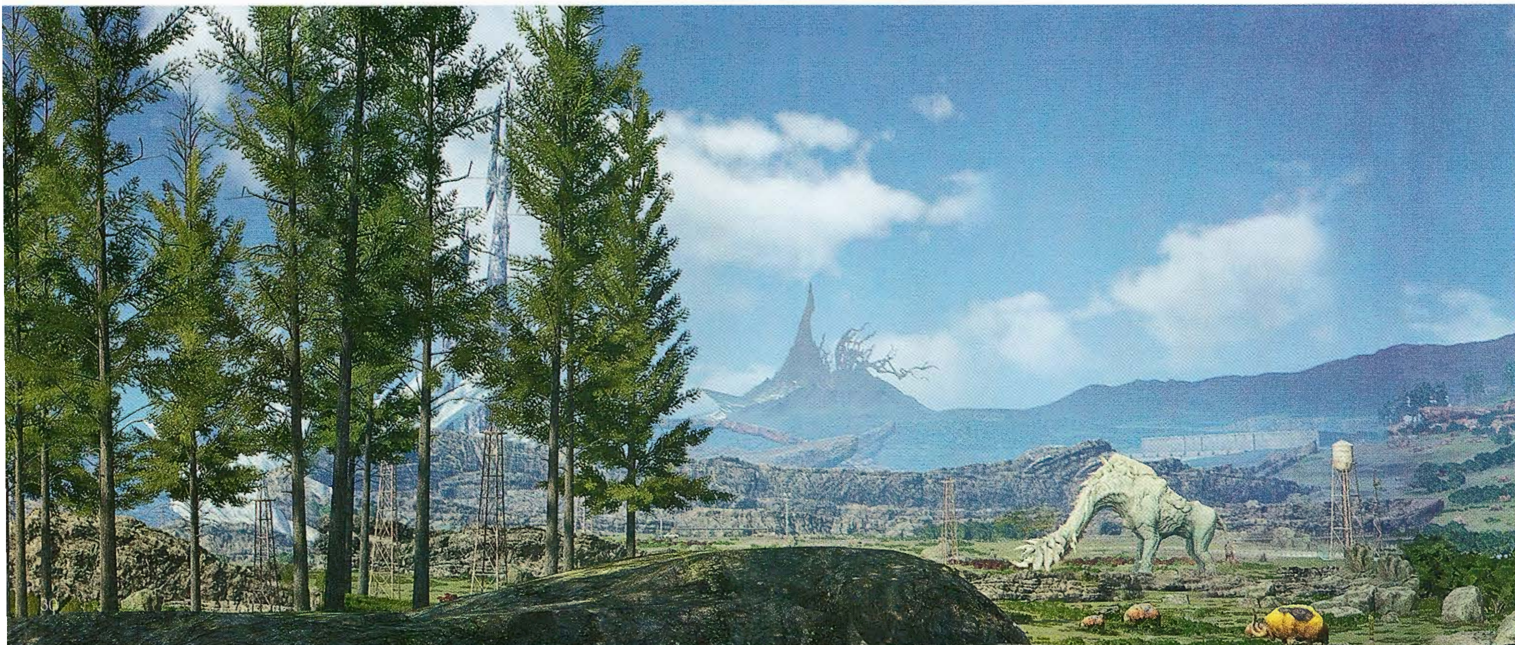
Enemy Analysis

Each walkthrough section includes a table that details potential adversaries that you may encounter during your travels through that area, with clear and concise overviews of their weaknesses and resistances. A quick glance at a pertinent entry will reveal which weapons and elements to use for best effect – and those to avoid. If you would like to read more about a specific foe, there are also page links to the enemy directory in our detailed Bestiary chapter.

MAP LEGEND

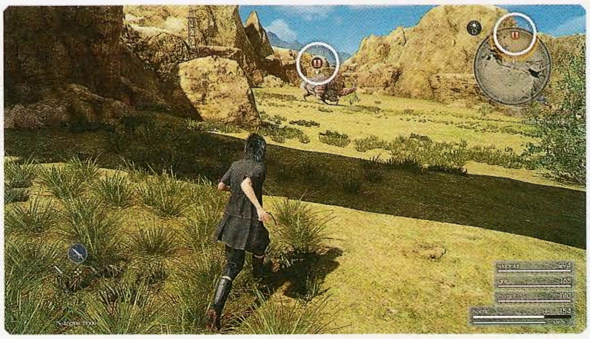
The following legend details annotations and icons that you will encounter throughout the Walkthrough chapter. Unless otherwise highlighted through a compass rose, our maps are oriented in accordance with the classic convention where "up" is always north, as with the main in-game map. Note that random collectibles are displayed exclusively on our map poster to avoid cluttering the Walkthrough maps.

ANNOTATION	MEANING	ANNOTATION	MEANING
	Player Movement		Accessory
01	Walkthrough Step		Auto Part
	Haven		Leisure Good
	Diner/Restaurant/ Tipster		Key Item
	Lodging		Blockade
	Shop		Dungeon
	Arms Vendor		Imperial Base
	Grocer		Royal Tomb
	Noodle Wagon		Garage
	Elemental Energy: Fire Deposit	P	Parking Spot
	Elemental Energy: Ice Deposit		Gas Pump
	Elemental Energy: Lightning Deposit		Fishing Spot
	Consumable Item		Rent-a-Bird
	Treasure		Chocobo Salon
	Weapon		Mineral Deposit



CRASH COURSE

If you have not read our Primer chapter (see page 8), it might be a good idea to quickly digest these concise summaries of key features that you will encounter during the opening hours of the adventure.



Quest Waypoints (■ & ■): These markers show you the general direction of your current quest objective on the main screen, overview map, and mini-map. To change your current activity, press ■/Ⓑ and select one of the available assignments in the Quests menu. Even if you have a fairly good idea of where a quest takes place, it still makes sense to activate its unique markers before you set off. If you would like to plot a path to explore a specific location, you can manually add a custom destination by pressing Ⓞ/Ⓧ on the main map screen.



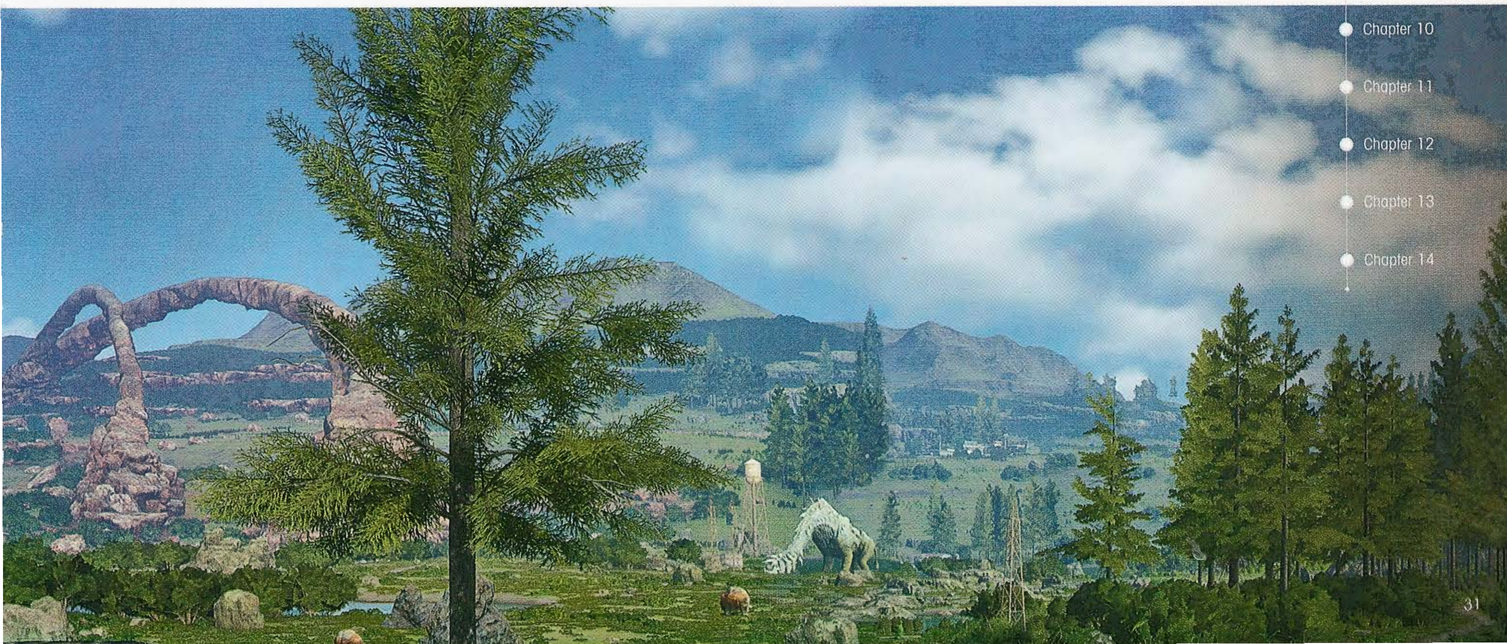
Mini-Map: The mini-map shows a small portion of the main map. The "**N**" icon on the outer edge of the mini-map always points north. The white circle in the center represents your character, Noctis, while the accompanying arrow represents the direction he is currently facing. All places of interest and points of interactivity that you have discovered in your immediate vicinity are marked by icons on the mini-map, but disappear once outside its boundaries. Your currently selected quest waypoint, active manual destination marker, and the Regalia are always visible, appearing on the outer rim of the mini-map at medium to long distances to illustrate their approximate location.



Movement & Stamina Bar: Basic movement controls are extremely user-friendly in *FFXV*. You move around with Ⓛ, adjust the camera with Ⓡ, and jump over obstacles with ⊗/Ⓐ. To speed up travel time on foot, sprint by holding ◎/Ⓑ or by clicking Ⓛ3/↑. If you deplete the stamina gauge completely, Noctis will be unable to sprint and jump for a short period of time. There is, however, a very useful trick that you can apply to instantly refill your stamina gauge while sprinting, though the method varies in accordance with your preferred control style. If you activate the sprint with Ⓛ3/↑, press the stick again a fraction of a second before the stamina bar reaches zero; if you sprint by holding ◎/Ⓑ, release the button at the same moment. If you succeed, Noctis will warp forward and the gauge will be instantly replenished.



Threat Meter & Enemies: Whenever you move within range of potential enemies, a red threat meter appears at the top of the screen. You can take this opportunity to strike first before your opponents spot you and attack, or to move to a safe distance if you wish to avoid conflict. The combat perimeter is represented on your mini-map with a red outline. If you run outside of these boundaries, your party will escape.





Combat: There are two primary combat moves in *FFXV*. You **attack** with ◎/Ⓑ, which you can hold for automatic assaults or tap to perform manual blows. To **defend**, use ◎/Ⓧ: hold to defend continuously, or tap to roll-dodge away. These two buttons are all you will need to triumph in the early hours of the adventure, attacking your opponents with unfettered aggression with occasional brief interruptions to evade enemy assaults. Additional layers are gradually added to the combat system as you progress in the storyline, such as warp-strikes (performed by holding ◎/Ⓨ) to teleport directly to enemies, the tactical boon of changing weapons with ✥, and much more.



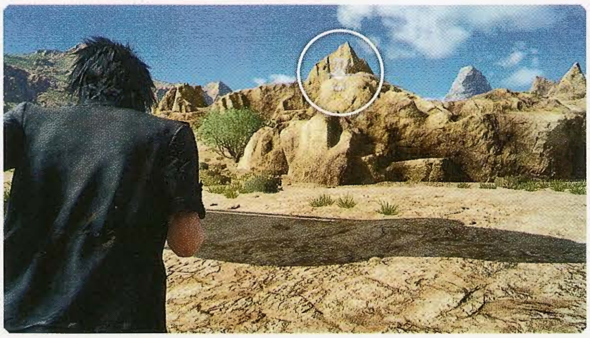
Rest Areas & Outposts: You reach your first rest area, Hammerhead, in the opening minutes of the adventure. Rest areas and outposts typically feature services and amenities such as:

- **Shops** (icon) where you can purchase gear and items.
- **Restaurants** (icon) where you can acquire information from tipsters to update your map, eat stat-boosting meals, and sign up for hunt sidequests.
- **Lodgings** (icon) where you can spend the night to heal wounds and, if you have accumulated sufficient experience points (EXP), level up your party. Though you cannot prepare meals at lodgings, and must pay a fee for their use, you gain an EXP bonus determined by the status of the establishment.

There are many optional activities that ask you to provide individuals with specific items. Some of those are sold in shops. If you quickly browse the requirements for each area's sidequests in the walkthrough, you will find many instances where you can cut down on travel time by purchasing the necessary supplies in advance.



Procurement Points (icons)**:** Procurement points are scattered around the map. These are locations where you can find resources to collect, such as food ingredients, minerals, and treasures. Their icons are given a gray hue once you have plundered them. These resources will regenerate after a period of time.



Point-Warp Positions: Whenever you notice a blue marker on an elevated position, you can point-warp to it by holding ◎/Ⓨ. From here, you can warp again to hit a highlighted enemy; use R1/RB and Ⓡ to pick your target. The further the distance that you travel, the higher the potential damage your attack will inflict. You can also use point-warp positions to gain brief respite during hectic confrontations and, more importantly, to instantly refill Noctis's MP gauge.



Havens (icon)**:** As you explore the map you will encounter havens, highlighted over long distances by a thin column of smoke. Making camp at a haven enables you to "bank" the experience points (EXP) you have accrued and to prepare stat-boosting meals. Unlike most role-playing games, you do not level up automatically in *Final Fantasy XV*: you must spend the night at a haven or a lodging to unlock the benefits of experience accumulated while defeating enemies and completing assignments. You will also generally find deposits (icons) in the area around havens. You can interact with these to absorb elemental energy, which is required to craft spells from the Elemancy menu.

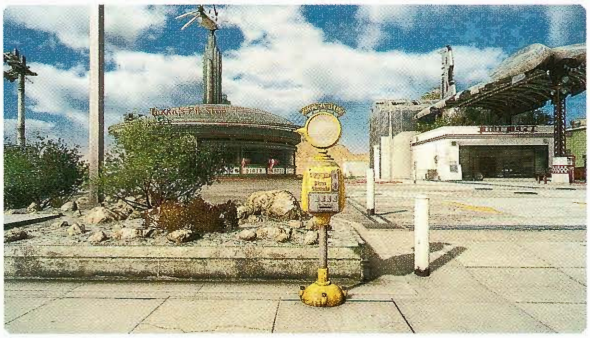
Making camp at certain havens for the first time triggers a short, story-oriented activity involving Noctis and one of his companions. It's a good idea to accept these opportunities when they are offered: they provide useful AP rewards.



Regalia (icon)**:** Your car, the Regalia, is your primary mode of transportation. You can either choose the auto mode (where Ignis takes the wheel) or manual (where you drive yourself). In auto mode, you choose a destination in advance from available locations. If a fast travel icon is shown (icon), select "Yes" to instantly complete the journey for a nominal fee.



Parking Spots (P): The presence of this icon usually suggests that there is something of interest in the vicinity, though you should bear in mind that some might be stopping points for a quest you have yet to unlock. Don't feel obliged to park in these designated bays; if you spot something of note, you can always pull over and park by the side of the road (even if Ignis is driving) by holding ⊗/Ⓐ.



Rent-a-Bird ( ): After completing a specific hunt (see page 51), you unlock the option to rent chocobos, offering a fast and convenient means of transportation for the entire party. This is not something that you need think about until Chapter 03 at the earliest.

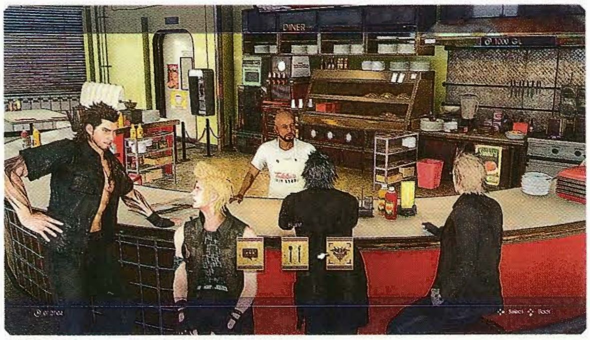


Ascension: As you level up and complete quests and other objectives, you receive AP that you can spend in the Ascension menu. This enables you to unlock new abilities for all party members, including passive skills, offensive and defensive features, and special techniques.



Gear: Weapons and accessories that you acquire can be equipped from the Gear menu. Spells (which can be crafted in the Elemancy menu) and ally techniques (unlocked in the Ascension menu) are also assigned for use via this menu.

Sidequests & Optional Challenges: Though you always have main quest objectives to pursue, we strongly recommend that you make time to explore optional activities, particularly sidequests and hunts. You can also fruitfully travel the world for the sheer pleasure of exploring and encountering new fauna, vistas, and hidden locations. Any additional EXP, AP, or equipment that you acquire will only serve to make you stronger for main quests and high-level optional challenges. However, be wary to avoid enemies with levels above your own, especially during the opening hours. It's prudent to make regular saves if you wander far from the beaten path.





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CHAPTER 01
PART 1

LEIDE: HAMMERHEAD REGION



SIDEQUEST

"Search and Rescue" (see page 115)
After completing **The Mutant Mauraduer**, explore the vicinity of the junction between the dirt road and the highway to the northwest of Hammerhead to trigger this assignment. The man you need to rescue sits at the foot of a large rock right by the road. Hand over a potion to complete the quest.

SIDEQUEST

"Highway Helper" (see page 121)
From Hammerhead, follow the road to the northwest to encounter a man who needs a repair kit to fix his broken car. You can purchase these from Hammerhead's Mini-mart; consider buying several for future instances of automobile failure. Deliver the item to the man to complete the quest.

SIDEQUEST

"Tired of Running" (see page 114)
If you go west from the location where you fight the Bloodhorn during the main adventure, you will find an exhausted man hiding among the containers. Give him a potion to complete this short side mission.

Daemons
As a rule, you should only complete missions and explore the world during day time in the opening hours of the adventure. At night, dangerous Daemons replace the usual beasts encountered in the game. It takes a well-developed party to stand any chance against these extremely dangerous creatures. For now, make camp or head to a lodging whenever dusk is near.

HUNT

Hammerhead: "Varmints of the Wastelands"
(see page 136)
This hunt, activated at the diner, can be completed with ease from the beginning of the adventure. Your goal is to dispatch a group of Mesmenirs (vulnerable to Greatswords, Daggers, and Fire) a short walk to the southwest of Hammerhead, though you should note that they only appear during daylight hours.

Walkthrough Summary

(See Overleaf For Details)

STEP	QUEST	DESCRIPTION
01	-	Push the Regalia to Hammerhead.
02 - 04	**The Pauper Prince**	Speak to Cindy, visit any shop, then return to Cindy. Eliminate three groups of Reapertails west of Hammerhead.
05 - 07	**Hunter Becomes the Hunted**	Examine documents inside the shack to the west, then dispatch two packs of Sabertusks before speaking to Dave.
08 - 09	**The Mutant Marauder**	Eliminate the Bloodhorn to the north.
10	**The Errand Prince**	Speak to Cindy at Hammerhead, then jump into the Regalia and head for Longwythe Rest Area.

SIDEQUEST

"Unlucky Driver" (see page 120)
If you follow the dirt road directly south of the shack where you rescue Dave during the main story, you will encounter a despairing driver at the position marked here. Bring him a repair kit (available from Hammerhead's Mini-mart) to complete the quest.



TOUR

"Stirred, Not Shaken" (see page 145)
If you make camp at the Cotisse Haven, Ignis will offer Noctis the opportunity to help him cook in the morning; accept his request. When the prompt appears, repeatedly tilt and rotate Ⓛ during the conversation to complete the assignment.

HUNT

Hammerhead: "Howling Wind of Hunger"
(see page 136)
This hunt pits you against a large group of Sabertusks roaming to the northeast of Hammerhead. They can be found at any time of day. Focus on crowd control, ideally with ally techniques such as Gladiolus's Tempest or charged Greatsword attacks as Noctis. Daggers, Firearms, and Ice are also very effective against this species.

Shopping Opportunities
Hammerhead's arms vendor has a few valuable weapons in store, including some that can prove very helpful for the opening hours of the adventure. In particular, don't miss the opportunity to purchase at least one of each of the following: a War Sword (Greatsword that can help with crowd control), a pair of Avengers (Daggers that can be useful to finish off toppled enemies), and a Cocytus (a Firearm imbued with the Ice element). Equip Noctis with these (via the Gear menu), keeping in mind that you can switch weapons on the fly with ✥. This is an essential feature to exploit enemy weaknesses. In addition, it is easy to forget that you are in charge of your allies' equipment too. Improved weapons enable your team mates to perform significantly better in battle, and they too can exploit enemy weaknesses. One final word: consider making a brief stop at the local Mini-mart to buy a few potions, repair kits, and antidotes. These will all come in handy to save travel time when completing sidequests.

Legend

ICON	MEANING
A3	Quality Building Stone
A4	Debased Coin
A7	Giant Hairy Horn
A8	Curved Fang
C2	Metal Scrap
C3	Rusted Bit
D3	Broken Harmonica
G1	Warrior's Anklet
G3	Bronze Bangle
i3	Garnet Bracelet
P1	Megalixir
P2	Mega Phoenix
P4	Hi-Elixir
P5	Antidote
P6	Potion
P8	Hi-Potion
Q1	Phoenix Down
S1	Avengers
U4	Blade of Brennaere
U6	Iron Duke*
X1	Oracle Ascension Coin
(pickaxe)	Whitestone Shard (17%), Blackstone Shard(17%), Redstone Shard (17%), Bluestone Shard (17%), Greenstone Shard (16%), Yellowstone Shard (16%)
(red pickaxe)	Silver Dust (40%), Gold Dust (35%), Prismatic Dust (25%)

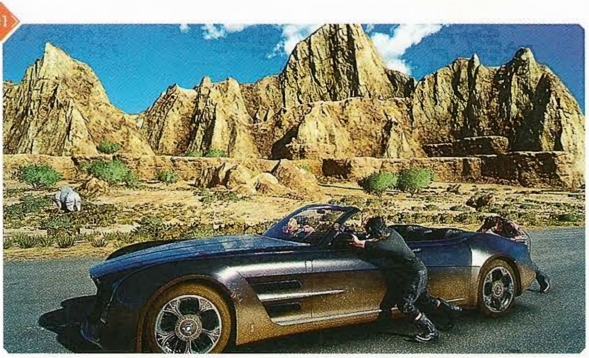
*Only available after you finish the game

TOUR

"The Hallowed Hill of Hammerhead"
(see page 145)
Make camp at the Palmaugh Haven and Prompto will ask you to join him for a secret task. Follow the waypoint to the hill that overlooks Hammerhead to complete this side story.

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01



After the introductory scenes your first task as Prince Noctis is to push your car, the Regalia, by holding R2/RT. You can also familiarize yourself with camera movements (and, by extension, the striking environment) by tilting R in any direction.

Enemy Analysis (see page 231)

NAME	NOTES
Reapertail	Weak to Swords, Greatswords, and Lightning; resistant to Ice and Light
Sabertusk	Weak to Daggers, Firearms, and Ice; resistant to Fire and Light
Bloodhorn	Very weak to Fire; weak to Polearms and Shields; resistant to Ice
Dualhorn	Weak to Polearms, Shields, and Fire; resistant to Ice and Light
Mesmenir	Weak to Greatswords, Daggers, and Fire; resistant to Ice and Light

Sidequests

There are more sidequests to complete than you might suspect during the early chapters of *FFXV*. Though you may be tempted to focus on the main story to drive party development, it's actually the process of completing secondary tasks that will enable you to advance their skills beyond the gentle incline of the difficulty curve – and, moreover, bankroll the acquisition of superior gear, which can make a profound difference. Completing optional challenges grants you valuable rewards, upgrades, resources (both directly and indirectly as a consequence of exploration), and more besides.

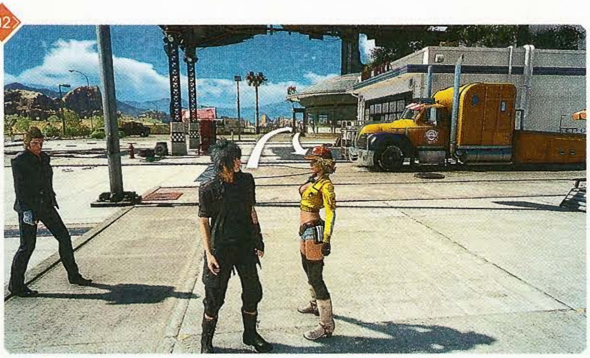
For these (very pertinent) reasons, we strongly advise that you make it a habit to regularly venture off the beaten path – especially as you have this walkthrough to assist you in only straying as far as you really need to. For each section of the game you will find map-linked callouts highlighting the location and requirements for all sidequests that you undertake.

For this opening sequence in the Hammerhead region, any task that you fulfill before fighting the Bloodhorn (08) will make that encounter a little easier. The same is true for every critical challenge that follows in the story: a little extra legwork and effort in advance will pay dividends at the times when you really need your party to perform. Refer to the previous page for callouts highlighting available sidequests at this stage of the adventure.

SIDEQUEST CHECKLIST

NAME	TYPE	PAGE
Varmints of the Wastelands	Hunt, Hammerhead diner	136
Howling Wind of Hunger	Hunt, Hammerhead diner	136
The Hallowed Hill of Hammerhead	Tour	145
Stirred, Not Shaken	Tour	145
Highway Helper	Broken car	121
Unlucky Driver	Broken car	120
Tired of Running	Rescue	114
Search and Rescue	Rescue	115

02



Once at Hammerhead, speak to Cindy to receive a map of the continent. You can then enter the store or diner to trigger **The Pauper Prince** quest. Ignis suggests that you consult Cindy, so return to her to explain the situation. In the interactive conversation that follows, you have three options:

- *"Ask for a discount"* ➜ Reward: 10 AP
- *"Ask for a loan"* ➜ Reward: 10 AP
- *"Ask my friends"* ➜ Reward: 10 AP

03



Make a brief visit to the diner's tipster to inquire about information on the surrounding area before you set out to eliminate the groups of monsters outside of Hammerhead. The first enemies are found by the broken telegraph post a short walk to the southwest of the gas station, as shown here. You can use the ! icon to guide you. Don't neglect to complete the optional challenge that appears at the start of the battle. Each of these Strategy challenges that you beat will reward you with extra AP, which you can spend to unlock new skills for your party members in the Ascension menu.

04



The second group awaits by another collapsed telegraph pole a short walk to the west. Use this opportunity to practice the art of defending: hold ▢/X to defend against enemy attacks, then finish them off. The third and final group of Reapertails is found roaming further west. Simply run alongside the main road until you reach them. Once again, follow the instructions to earn AP. Taking down all foes completes **The Pauper Prince** quest.

05



The **Hunter Becomes the Hunted** mission becomes active after the telephone conversation with Cindy. Head to the abandoned shack directly west of your position, as shown here. Examine the documents on the table in the far corner to trigger a battle against a rampaging mob of Sabertusks. A Greatsword's charged attack can work wonders in such close confines; alternatively, attacking with a Cocytus firearm can prove extremely effective here, as these creatures are vulnerable to Ice.

06



Move further west towards the next waypoint to find another group of monsters. To fulfill the strategy requirement, look at the windmill and hold △/Ⓨ when you see a blue marker on it. From your hanging position, hold R1/RB and press △/Ⓨ: Noctis will automatically warp-strike to the current target – a technique that you will need to use frequently throughout the adventure. It's a good idea to practice it whenever you have the opportunity.

07



Once all monsters are down, Dave appears outside the nearby shack. Speak to him to complete the **Hunter Becomes the Hunted** quest. Your choice during the interactive conversation leads to the following rewards:

- *"Do it for free"* ➔ Reward: 30 EXP for the whole party
- *"Do it for a price"* ➔ Reward: 2 AP
- *"Ask my friends"* ➔ Reward: 150 EXP for Ignis alone

08



Your new mission is called **The Mutant Marauder**. Before you head to the destination, though, make a stop at the nearby Merrioth Haven, a short walk to the southeast of your current position. Havens are easy to spot from a distance: each one is signposted by a distinct column of smoke, as illustrated here. Collect elemental energy from the deposits surrounding the haven before you make camp: this will enable you to craft spells (see page 18 for details). When you rest, the experience points (EXP) that you have accumulated so far will be processed automatically, levelling up your characters and granting them status boosts. These stat increases will be of great benefit during an imminent battle.

09



You are now ready to face your next foe: a large creature that awaits to the north, beyond the pipeline shown here. To tip the odds in your favor, open the Ascension menu and make sure you have unlocked Ignis's Enhancement nexus; you could also consider making a minor detour to the west to collect the powerful, Fire-infused Blade of Brennaere, available at a treasure spot position (see page 34). When you are all set, create a manual save. Your priority in the battle that follows is to roll-dodge away (press ○/Ⓑ) or phase through your opponent's attacks (hold □/Ⓧ), particularly when you are within range of the creature's horn. Try to remain to the rear of this beast to avoid most of its attacks and to increase your chances of performing link-strikes – situational special attacks that inflict bonus damage when you are in close proximity with at least one companion. A Polearm infused with Fire via Ignis's Enhancement technique will exploit both of the Bloodhorn's weaknesses, though the Blade of Brennaere will also work wonders. Terminating the Bloodhorn completes the **The Mutant Marauder** quest.

10



You can now head back to Hammerhead to move on to a new location – though this is an opportune time to clear a handful of sidequests if you wish. Once you're ready, speak to Cindy to initiate **The Errand Prince** (see below for interactive dialog rewards) and drive to the Longwythe Rest Area. If you choose to have Noctis (and, therefore, you) drive to the next waypoint, you can find instructions for the Regalia on the screen. Essentially, you accelerate with R2/RT, turn the wheel with Ⓛ (which is only technically required at junctions; Noctis will automatically follow the road without your direct input) and, on arrival, hold ✕/Ⓐ when the prompt appears to park. Your choice during the interactive dialog with Cindy has the following results:

- *"Accept"* ➔ Reward: 50 EXP for the entire party
- *"Refuse"* ➔ Reward: Reward: 2 AP
- *"Ask my friends"* ➔ Reward: 200 EXP for Prompto alone

SIDEQUEST

"Scraps of Mystery I" **(see page 126)**
During your stop at the Longwythe Rest Area, head to the end of the covered walkway closest to the road (facing the booth where the proprietor sits, it's on your left) to find and collect a map hidden by a chair. Select this as your active quest and follow the waypoint until you reach the search zone surrounding the marker. Your goal is to find a collectible item inside the highlighted perimeter – and you should stop reading this entry now if you would prefer to do so without assistance. If you struggle to locate it, here's a hint: the item is at the foot of a large rock not too far from the center of the search area. Note that we provide immediate visual solutions for all "scavenger-hunt"-style missions in our Sidequests chapter. See page 126 to locate the item for this assignment.

SIDEQUEST

"Conceal, Don't Feel" **(see page 115)**
After completing **A Cry for Help**, head to the large barn close to the small shack where you encountered Dave for the first time. Hand over an antidote to the man inside to end this mission.

SIDEQUEST

"A Cry for Help" **(see page 115)**
If you head for the ruins to the northwest of Hammerhead after visiting the Longwythe Rest Area, you will find a man in need of your assistance. Heal him with a potion to complete this mission.

HUNT

Longwythe Rest Area: "The Hunter-Slaying Herd" **(see page 136)**
These creatures roam to the north of the Longwythe Rest Area and can be encountered during the day. They are all weak to Greatswords, Daggers, and Ice.

SIDEQUEST

"Gone Hunting" **(see page 146)**
After you speak with the motel owner, talk to the man right in front of Noctis as the cutscene ends. He asks you to make a delivery for Dave, who stands across the road, outside the small building adjacent to the diner. Once you've given him the envelope, inquire about the quest by speaking to the local tipster – in other words, the man behind the counter of the diner. You can now head to the position this caption points to. Examine the campfire, then chase and defeat the Sabertusks that appear. Once you have dealt with them all (Gladiolus's Tempest technique can really help here), pick up the dog tag and take it back to Dave at the Longwythe Rest Area to complete the mission.

SIDEQUEST

"Broken-Down" **(see page 121)**
Just a little to the south of the Longwythe Rest Area, you will find a driver standing close to his car on the side of the road. Give him a repair kit (available from Hammerhead's Mini-mart) to complete the quest.

HUNT

Longwythe Rest Area: "Mineside Mischief Makers" **(see page 136)**
The Goblins you seek roam on the hill close to the entrance to the Balouve Mines if you visit at night. They are all weak to Fire-based attacks, as well as Polearms and Daggers. To avoid unwanted encounters while driving after dark, park the Regalia in nearby Longwythe and head to the waypoint on foot. Once you have defeated the Goblins, open the main map and select the "Return to Car" option for a quick return journey.

SIDEQUEST

"Kitty Catering" **(see page 170)**
As you return to the Regalia after speaking to Dino, you can interact with a cat on the pier to begin this sidequest. Head to the nearby fishing spot, on the small pier a short walk to the west. Once you've caught a fish, return to the cat – which, you will find, doesn't seem to like raw fish. Seek the advice of the chef at the nearby restaurant, then take the dish that she prepares back to the cat to complete the mission. (Before you leave the area, buy a Lucian Tomato from the nearby shop: it will become useful for another sidequest very soon.)

TOUR

"Rise and Shine and Run" **(see page 145)**
Make camp at the Lachyrte Haven and accept Gladiolus's offer. Follow him in the morning to initiate a race. Your objective is to reach the goal line first. Sprint at all times by using the trick that enables you to refresh your stamina bar just before it is fully depleted (see "Movement & Stamina Bar" on page 31). Gladiolus's reaction at the finish line is determined by how well you perform.



Balouve Mines **(see page 178)**
Though you can freely enter and explore these mines, you will be unable to open the final gate until you acquire a specific key – and even then, defeating the enemy guarding the dungeon's innermost sanctum will be far beyond the capabilities of your party for many hours to come. It therefore makes sense to postpone your visit until a later time.

HUNT

Galdin Quay: "Peace to the Beach" **(see page 136)**
Your targets, a group of Rubyshears, are located just a short walk to the north of the beach at any time of day. They are weak to Ice, Greatswords, and Shields.

LEIDE: GALDIN QUAY REGION

CHAPTER 01 PART 2

Walkthrough Summary

(See Overleaf For Details)

STEP	QUEST	DESCRIPTION
11 - 12	**The Errand Prince**	Drive to the Longwythe Rest Area and speak to the motel manager, then drive to Galdin Quay to the south.
13 - 15	**A Gentlemen's Agreement**	Speak to Dino on the southernmost pier, then collect the minerals he requires from a deposit to the north and return them to him.
16 - 18	**Ill Tidings**	Talk to Dino again. When your subsequent journey is interrupted, head to the top of the hill.



Legend

ICON	MEANING
A1	Electrolytic Condenser
A4	Debased Coin
A5	Sharp Bone
A7	Giant Hairy Horn
A8	Curved Fang
B5	Ancient Dragon Tooth
C2	Metal Scrap
C3	Rusted Bit
C4	Star Shell
C5	Fossil Shell
E1	Ammonite Fossil
i3	Garnet Bracelet
i5	Bulletproof Vest
K5	Star Pendant
G1	Warrior's Anklet
G3	Bronze Bangle
G4	Fencer's Anklet
G5	Amulet
G6	Green Choker
G7	Iron Bangle
P1	Megalixir
P2	Mega Phoenix
P3	Remedy
P4	Hi-Elixir
P4	Hi-Elixir**
P5	Antidote
P6	Potion
Q7	Mega- Potion
S1	Avengers
U4	Blade of Brennaere
U6	Iron Duke*
U7	Organyx*
X1	Oracle Ascension Coin
(pickaxe)	Whitestone Shard (17%), Blackstone Shard(17%), Redstone Shard (17%), Bluestone Shard (17%), Greenstone Shard (16%), Yellowstone Shard (16%)
(red pickaxe)	Silver Dust (40%), Gold Dust (35%), Prismatic Dust (25%)

* Only available after you finish the game
** Available from Chapter 09

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Enemy Analysis (see page 231)

NAME	NOTES
Sabertusk	Weak to Daggers, Firearms, and Ice; resistant to Fire and Light
Reapertail	Weak to Swords, Greatswords, and Lightning; resistant to Ice and Light
Dualhorn	Weak to Polearms, Shields, and Fire; resistant to Ice and Light
Mesmenir	Weak to Greatswords, Daggers, and Fire; resistant to Ice and Light
Imperial Rifleman	Weak to Firearms, Shields, and Fire; resistant to Lightning
Magitek Axeman	Weak to Polearms, Daggers, and Lightning; resistant to Ice

Sidequests

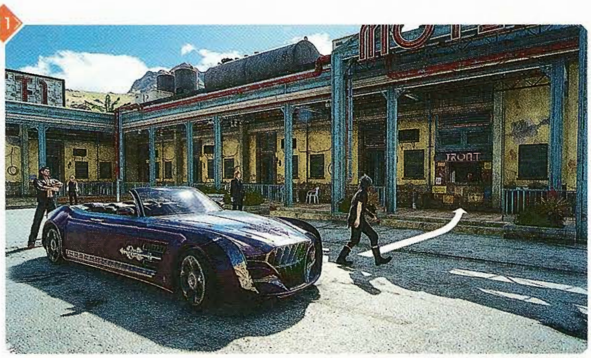
There are two prime opportunities to clear up available sidequests during this section of the game:

- The first opportunity is when you make the delivery to the motel manager in the Longwythe Rest Area (see step 11). Look to complete the following assignments: **Gone Hunting**, **Scraps of Mystery I**, **Broken-Down**, **A Cry for Help**, **Conceal, Don't Feel**, **Mineside Mischief Makers** and **The Hunter-Slaying Herd**.
- The second opportunity is before you return the Garnet Stone to Dino at Galdin Quay (see 14). Consider completing **Rise and Shine and Run**, **Peace to the Beach** and **Kitty Catering**.

SIDEQUEST CHECKLIST

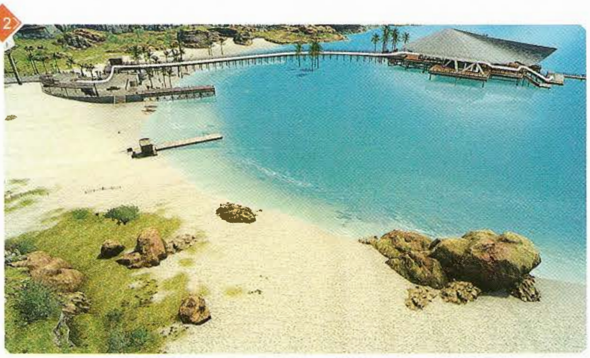
NAME	TYPE	PAGE
Gone Hunting	Dave	146
Scraps of Mystery I	Mystery map	126
Broken-Down	Broken car	121
Mineside Mischief Makers	Hunt	136
The Hunter-Slaying Herd	Hunt	136
A Cry for Help	Rescue	115
Conceal, Don't Feel	Rescue	115
Rise and Shine and Run	Tour	145
Peace to the Beach	Hunt	136
Kitty Catering	Friendly Cat	170

11



When you reach the Longwythe Rest Area, park the Regalia outside the motel. Speak to the manager in the small booth to deliver the goods. If you're open to diversions, this is a good time to complete a few local sidequests (see "Sidequests").

12



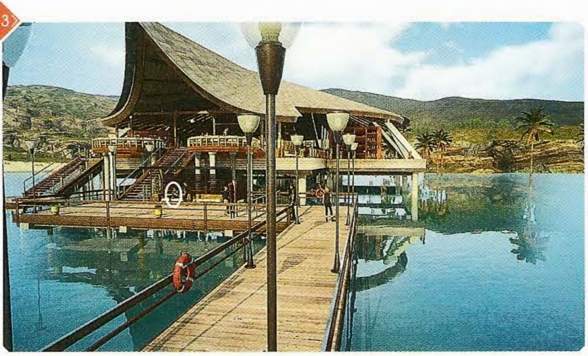
Take the Regalia and drive to Galdin Quay. Once you have parked, go through the main building and all the way to the pier at the far south of the map. Note that the woman behind the circular counter in the Mother of Pearl restaurant is the local tipster; pay her a quick visit as you pass.



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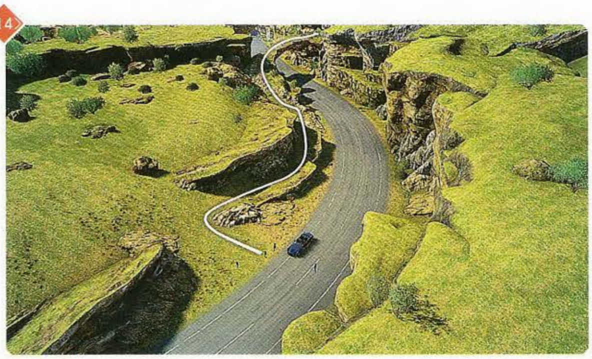
13



After checking the ferry movements (or lack thereof) at the waypoint, talk to Dino. This completes **The Errand Prince** and triggers the **A Gentlemen's Agreement** quest. Here are the consequences of your choice during the interactive dialog with Dino:

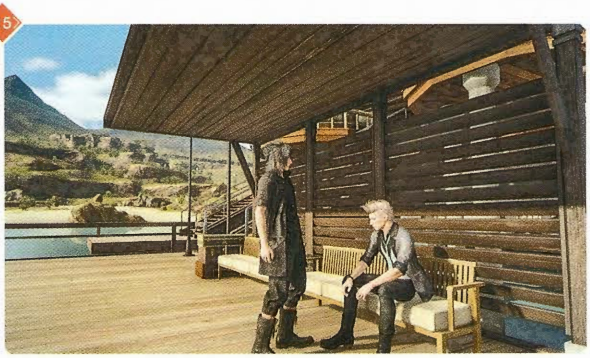
- *"Listen to him"* ➜ Reward: 80 EXP for each party member
- *"Stand my ground"* ➜ Reward: 150 EXP for Ignis alone

14



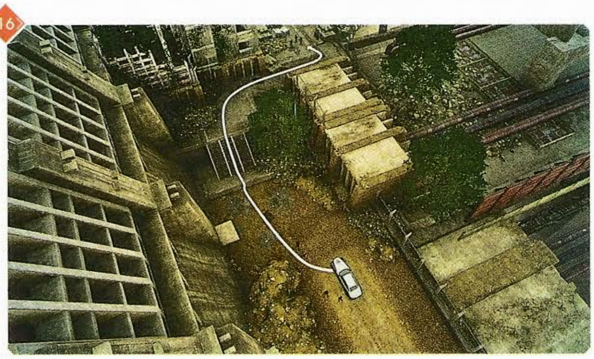
You can now use the Regalia in auto mode to head straight to your destination via the Quest Location option. Once the Regalia is parked, follow the route shown here to reach the path to your objective. Walk around the giant bird (to assuage any anxiety: if the imposing creature detects you, it will simply fly away), then head to the mineral deposit to acquire a Garnet Stone. You are now ready to return to Dino at Galdin Quay. After delivering the item you will receive a Garnet Bracelet: an accessory that can be a fine gear addition for one of your party members.

15



When you are ready to proceed, speak to Dino at Galdin Quay to complete the **A Gentlemen's Agreement** quest. Note that you will not return here for a while once you speak to him again to advance the story, so make sure you are done with any unfinished business in the area beforehand.

16



The **Ill Tidings** quest begins as you automatically drive towards the city of Insomnia. Once the car is parked, follow the path shown here to reach a first group of soldiers. Area-of-effect attacks can work wonders against packs of enemies: a spell, Gladiolus's Tempest technique, or swinging a charged Greatsword are all excellent options. If Noctis is subjected to heavy fire, use one of the cover points: move close, then hold ⓔ/ⓧ when the prompt appears. (If you have unlocked the Rapid Regen ability nexus, you will also benefit from increased gauge recovery speeds.)

17



The linear path leading to a second combat encounter is represented here. Use the same tactics to eliminate your enemies. After the battle, don't forget to explore the two adjacent derelict rooms to collect items.

18



To reach the third and final battle in this chapter, follow the path shown here. Try to open the fight by warp-striking to the riflemen on the vantage point and deal with them as a priority – this prevents them from peppering your party with bullets while you fight their allies below. Once the dust settles, run to the final waypoint to complete both the **Ill Tidings** quest and Chapter 01.

SIDEQUEST

"Scraps of Mystery II" **(see page 126)**
You can initiate this quest by interacting with a map on the lower shelf of a small table with wheels in the Prairie Outpost, across the road from Monica's position. It makes sense to do so during your first visit to the outpost, as you will come across the corresponding location during the **The Power of Kings** main quest, on a similar wooden table in the northeast corner of the Keycatrich Trench battlefield.

SIDEQUEST

"Dust to Dust" **(see page 146)**
If you completed the **Gone Hunting** quest in Longwythe (see page 38), Dave can be found at the Prairie Outpost, close to where you originally encountered Monica. Speak to him to initiate this quest, then retrieve the dog tag from an abandoned car to the south of the Prairie Outpost.

SIDEQUEST

"Palpable Pain" **(see page 114)**
After completing **Tired of Running** (see page 34), you can find a woman inside this building to the south of the Prairie Outpost. Heal her with a potion to receive your reward.

SIDEQUEST

"Scraps of Mystery III" **(see page 126)**
You will find this map on the ground, outside a wooden shack to the south of the Prairie Outpost. It leads to a position to the west of Hammerhead. You will find the item to collect behind large collapsed beams surrounded by other debris.

SIDEQUEST

"Stranded on the Sand" **(see page 120)**
If you have completed **Highway Helper** (see page 34), you can find another driver in need of assistance on the side of the dirt road to the south of the main road that leads from Hammerhead to the Prairie Outpost. Take him a repair kit (available from Hammerhead's Mini-mart) to complete the quest.

SIDEQUEST

"Lost Without a Potion" **(see page 114)**
After completing **Search and Rescue** (see page 34), explore the area above the rock tunnel that you drive through to reach Galdin Quay. Look behind the bushes and give the man a potion.

SIDEQUEST

"The Aspiring Artisan" **(see page 153)**
This quest can be completed alongside **Scenic Delivery**. Speak to Dino at Galdin Quay, then retrieve the Amethyst Stone he requires from a deposit just east of Longwythe Peak and take it back to him. Before you leave, activate Dino's next mission: **A Stone-Studded Stunner**. This new objective is found in Duscae, so triggering it now will save you a long journey at a later date.



LEIDE: PRAIRIE OUTPOST REGION

CHAPTER 02 PART 1



SIDEQUEST

"Hunters and Gatherers" (see page 151)
Once you have completed Takka's first quest (**Scenic Delivery**), Takka asks you to obtain a Daggerquill Breast. You can find Daggerquills a short walk to the northeast of Hammerhead. Once there, use warp-strikes to reach them, then immediately launch a combo to stay airborne and inflict damage. Take the item back to Takka to complete this task.

SIDEQUEST

"Emergency Delivery" (see page 151)
After you complete **Hunters and Gatherers**, Takka has a third mission for you: obtain a Garula Sirloin. Garulas can be found in the Duscae region, available from Chapter 03, just to the south of the gas station where you begin.

SIDEQUEST

"Scenic Delivery" (see page 151)
As you begin the chapter in Hammerhead, speak to Takka (the diner owner) to trigger this quest. He asks you to find a Lucian Tomato for him. You can purchase one from the shop close to Galdin Quay's parking lot. Deliver it to Takka to complete the assignment.

SIDEQUEST

"Roadside Assistance" (see page 121)
This driver appears on the road that leads from Hammerhead to the Prairie Outpost after you have completed **Stranded on the Sand**. Give him a repair kit to complete the quest.

SIDEQUEST

"Distress in the Desert" (see page 114)
After completing **Lost Without a Potion**, return to the area where you encountered the giant bird during **A Gentlemen's Agreement.** Follow the rock wall on your left after you cross the bridge to find a woman. Give her an antidote to complete this assignment.

Legend

ICON	MEANING
A1	Electrolytic Condenser
A3	Quality Building Stone
A7	Giant Hairy Horn
A8	Curved Fang
B5	Ancient Dragon Tooth
C2	Metal Scrap
C3	Rusted Bit
C4	Star Shell
E1	Ammonite Fossil
G1	Warrior's Anklet
G2	White Choker
G3	Bronze Bangle
G4	Fencer's Anklet
G5	Amulet
G6	Green Choker
H4	Silver Bangle*
i3	Garnet Bracelet
K5	Star Pendant
P1	Megalixir
P2	Mega Phoenix
P3	Remedy
P4	Hi-Elixir
P6	Potion
Q7	Mega-Potion
S1	Avengers
U4	Blade of Brannaere
U5	Bioblaster
U6	Iron Duke*
U7	Organyx*
X1	Oracle Ascension Coin
(pickaxe)	Whitestone Shard (17%), Blackstone Shard(17%), Redstone Shard (17%), Bluestone Shard (17%), Greenstone Shard (16%), Yellowstone Shard (16%)
(pickaxe)	Silver Dust (40%), Gold Dust (35%), Prismatic Dust (25%)

*Only available after you finish the game

Walkthrough Summary

(See Overleaf For Details)

STEP	QUEST	DESCRIPTION
01 – 03	**Legacy**	Speak to Cid inside Hammerhead's garage, then drive to the Prairie Outpost and talk in turn to Monica and Cor.
04 – 07	**The Power of Kings**	Explore Keycatrich Trench to the east to retrieve a new Royal Arm.

Enemy Analysis (see page 231)

NAME	NOTES
Daggerquill	Weak to Daggers, Firearms and Fire; resistant to Lightning and Light
Sabertusk	Weak to Daggers, Firearms, and Ice; resistant to Fire and Light
Garulessa	Weak to Greatswords, Machinery, and Fire; resistant to Ice and Light
Garulet	Weak to Greatswords, Firearms, and Fire; resistant to Ice and Light
Goblin	Weak to Polearms, Daggers, Fire, and Light; resistant to Ice
Arachne	Weak to Greatswords, Machinery, Fire, and Light; resistant to Lightning
Tarantula	Weak to Daggers, Firearms, Fire, and Light; resistant to Ice
Imperial Sniper	Weak to Firearms, Shields, and Fire; resistant to Lightning
Imperial Rifleman	Weak to Firearms, Shields, and Fire; resistant to Lightning
Magitek Axeman	Weak to Polearms, Daggers, and Lightning; resistant to Ice
MA Veles	Weak to Greatswords, Daggers, and Lightning; resistant to Fire; immune to Light

Sidequests

Before you meet Cor and visit Keycatrich Trench, there are a number of sidequests that you can complete. Gaining a level or two prior to facing the dungeon's many dangers will make things a lot easier.

SIDEQUEST CHECKLIST

NAME	TYPE	PAGE
Lost Without a Potion	Rescue	114
Distress in the Desert	Rescue	114
Palpable Pain	Rescue	114
Stranded on the Sand	Broken car	120
Roadside Assistance	Broken car	121
Scenic Delivery	Takka	151
Hunters and Gatherers	Takka	151
Emergency Delivery	Takka	151
The Aspiring Artisan	Dino	153
Scraps of Mystery II	Mystery map	126
Scraps of Mystery III	Mystery map	126
Dust to Dust	Dave	146

01



The **Legacy** quest begins during the ride to Hammerhead. Back at the gas station, approach Cid. After the cutscene, return to the Regalia and drive to the next waypoint: Prairie Outpost.

02



Once at the outpost, talk to Monica. Save your progress: this will be your last chance to do so prior to a forthcoming battle. You can then head towards the waypoint to the north.

03



Go through the temple gate at the top of the dirt path, where you meet Cor and receive the Sword of the Wise: this is your first Royal Arm, a unique category of powerful weapons that drain your HP when you hit enemies (see page 286 for details). Speak to Cor to complete the **Legacy** quest and initiate **The Power of Kings**.

04



Keycatrich Trench, your next destination, lies to the east of your current position. Retrace your steps to the junction and follow the dirt path to the northeast.

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05



When you enter the main battlefield area, you have two options. If you make your approach alongside the left-hand wall (northwest), you can run past the nearby Garulessa and Garulets and head straight for the cave entrance. The second option is our recommended approach: follow the dirt path to face a large group of soldiers, followed by hard-hitting Magitek mechs. The infantry are supported by a manned turret: neutralize this emplacement immediately, as it can deal significant damage. Once all soldiers are down, deal with the bipedal tanks, ideally one at a time. Greatswords are supremely effective here (especially if enhanced by Ignis) as their sweeping attacks can hit multiple body parts simultaneously, while also destroying nearby missiles before they explode. There are more assailants further east (including another bipedal tank) that you may also wish to deal with. Winning this battle is much more demanding than sprinting past the Garulessa, but the EXP bonuses make it more than worthwhile. Don't neglect to collect the Bioblaster located on top of the rocks to the left of the dungeon before you continue.

KEYCATRICH TRENCH



Legend

ICON	MEANING	ICON	MEANING
A1	Electrolytic Condenser	P7	Elixir
B9	Laser Sensor	Q6	Ether
C2	Metal Scrap	S6	Auto Crossbow
C3	Rusted Bit	X1	Oracle Ascension Coin
G6	Green Choker	(red dot)	50% Bronze Bangle, 25% Potion, 25% Debased Coin
G9	Carbon Bangle	(blue dot)	50% Elixir, 25% Megalixir, 25% Debased Coin
P4	Hi-Elixir		

06



Once inside the dungeon, follow the path shown on the map above. Go down the tunnel and take a right when you reach a fork. Follow the cables and activate the generator that they lead to: this will turn on the lights. Keep going down the main tunnel until you spot a rock wall with a hole on your right. Go through the gap shown on the accompanying screenshot. (If you wish to explore the other optional tunnel sections, refer to the dashed line on our map. Watch out for the rock that falls from the ceiling in the chamber at the bottom of the stairs.)

07



The path through the second half of the dungeon is fairly straightforward: take a left at the end of the corridor, then pass through the narrow passage between the steel plates. Open the steel door to your left and activate another generator. The remaining corridors lead to the main chamber where you have to fight an Arachne (don't miss the Auto Crossbow directly on the way). Make the most of each parry opportunity and try to exploit the creature's weaknesses by using Greatswords or Machinery imbued with Fire thanks to Ignis's Enhancement technique (which you should definitely have unlocked in the Ascension menu by now). Boosted in this manner with a Greatsword in hand, Noctis can deal enormous amounts of damage to the Arachne, particularly with charged strikes (see page 18 for details on this move). Ignore the Tarantulas that spawn: instead, focus solely on your main target to take it down as quickly as possible. During the process, make sure you parry or roll-dodge away from its Lightning cloud attack, though. Once the monster falls, go through the hole in the rock wall to reach the final room and retrieve the Axe of the Conqueror. Leave the cave to complete **The Power of Kings**.

CHAPTER 02
PART 2

LEIDE: NORDUSCAEN BLOCKADE REGION

SIDEQUEST

"Cid Sophiar, Master Mechanic" (see page 148)
Return to Hammerhead and speak to Cid outside the garage to trigger this chain of side missions. Completing the specified objectives will provide opportunities to upgrade various weapons. At this stage, you can have up to four in your possession: the Drain Lance from the end of Chapter 01; the Bioblaster found just outside Keycatrich Trench; the Auto Crossbow hidden inside Keycatrich Trench; and Noctis's default Engine Blade. Cid will upgrade any of these once you bring him the required parts, some of which are easy to obtain (such as a Metal Scrap).

SIDEQUEST

"Scraps of Mystery V" (see page 127)
This map is found on the floor of a collapsed building to the west of Hammerhead. It leads to a position west of Longwythe Peak; the item you need to collect lies on top of a large rock.

SIDEQUEST

"The Ever Regal Regalia" (see page 155)
Speak to Cindy outside the garage to trigger this sidequest. Select this assignment in the menu then head to the waypoint. The Aero Wax lies inside a tunnel to the south of the Norduscaen Blockade. Eliminate the Goblins on the way, then pick up the item and return it to Cindy. You can then install it from Cindy's Customize menu.

SIDEQUEST

"Scared and Stranded" (see page 115)
After completing **A Cry for Help** (see page 38), head south from the shack you visited during the **Hunter Becomes the Hunted** quest. Another man in need of help is seated inside a small recess in a rock wall, not far from Merrioth Haven. Offer him a potion to obtain a reward.

SIDEQUEST

"The Ever Gleaming Regalia" (see page 154)
After you complete **The Ever Elegant Regalia**, speak to Cindy again. Her next task requires access to Duscae, a location that you cannot visit until Chapter 03. You should still activate the quest now, though. When you arrive in Duscae, you can retrieve the necessary item in Alstor Slough, to the southwest of the gas station.

SIDEQUEST

"The Ever Elegant Regalia" (see page 155)
After you complete **The Ever Regal Regalia**, speak to Cindy. This time she asks you to retrieve some ore from the Balouve Mines, just east of the Longwythe Rest Area. You can collect the ore at the dungeon's entrance, close to the elevator, then return it to Cindy.

Balouve Mines (see page 178)
You can freely enter and explore the Balouve Mines, to the east of Longwythe Rest Area, at any point in the story. After you have received the key from Cor and complete **The Power of Kings** main quest, you can technically clear the mines and obtain an additional Royal Arm. However, this is something that you should leave until later in the adventure – at this stage, you just won't be strong enough to face the powerful boss guarding the tomb.





Walkthrough Summary

(See Overleaf For Details)

STEP	QUEST	DESCRIPTION
08 - 11	**Declaration of War**	Return to Monica at the Prairie Outpost, then meet her again at the Norduscaen Blockade. Fight your way through the base with Cor.

HUNT

Hammerhead: "Gorgers in the Dust" (see page 136)
This group of Flexitusks can be found in a small gorge to the east of Hammerhead. They are weak to Ice, Daggers, and Firearms.

Crestholm Channels (see page 180)
This dungeon is available at any point from Chapter 02 onward, though the presence of powerful Daemons inside makes it a late-game challenge.

SIDEQUEST

"An Exaggerated Injury" (see page 115)
After completing **Scared and Stranded**, travel to the Esterleiden Blockade to the east of Hammerhead. You can find this man just north of the checkpoint. Heal him with a potion to save him.

SIDEQUEST

"Scraps of Mystery IV" (see page 127)
Though technically available to begin now, you should ignore this sidequest for the present time. The map portion is hidden in a small fenced enclosure at the Esterleiden Blockade, under a wooden table on wheels. To reach it you will need to clear the forces guarding the blockade, which is probably beyond your party's capabilities at this point. Worse, the item it leads to is found inside the nearby Crestholm Channels, a dungeon that you cannot clear until close to the end of your first playthrough.

Legend

ICON	MEANING
A1	Electrolytic Condenser
A3	Quality Building Stone
A7	Giant Hairy Horn
A8	Curved Fang
G1	Warrior's Anklet
G2	White Choker
G3	Bronze Bangle
G6	Green Choker
G7	Iron Bangle
H4	Silver Bangle*
i3	Garnet Bracelet
i5	Bulletproof Vest
K1	Emerald Bracelet
K5	Star Pendant
P1	Megalixir
P2	Mega Phoenix
P3	Remedy
P4	Hi-Elixir
Q7	Mega-Potion
U4	Blade of Brennaere
U5	Bioblaster
U6	Iron Duke*
S1	Avengers
X1	Oracle Ascension Coin
(pickaxe)	Whitestone Shard (17%), Blackstone Shard(17%), Redstone Shard (17%), Bluestone Shard (17%), Greenstone Shard (16%), Yellowstone Shard (16%)
(red pickaxe)	Silver Dust (40%), Gold Dust (35%), Prismatic Dust (25%)

*Only available after you finish the game

Enemy Analysis (see page 231)

NAME	NOTES
Flexitusk	Weak to Daggers, Firearms, and Ice; resistant to Fire
Battery Soldier	Weak to Firearms, Shields, and Fire; resistant to Lightning
Imperial Rifleman	Weak to Firearms, Shields, and Fire; resistant to Lightning
Imperial Sniper	Weak to Firearms, Shields, and Fire; resistant to Lightning
Magitek Axeman	Weak to Polearms, Daggers, and Lightning; resistant to Ice
MA-X Cuirass	Weak to Machinery; immune to Light



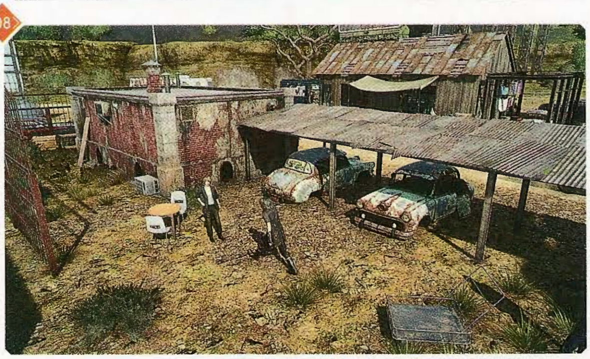
Sidequests

After you visit the Keycatrich Trench dungeon (see step 03), a number of side missions become available. Try to complete as many as you can before you begin your assault on the Norduscaen Blockade.

SIDEQUEST CHECKLIST

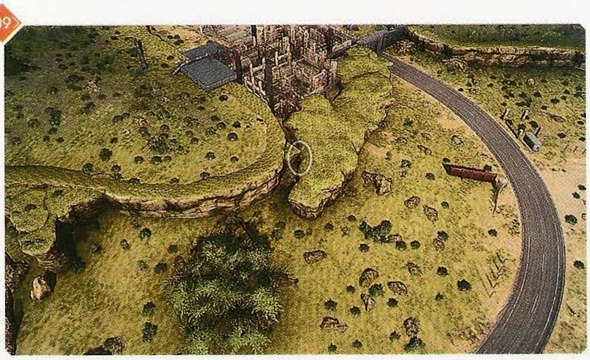
NAME	TYPE	PAGE
Scared and Stranded	Rescue	115
An Exaggerated Injury	Rescue	115
Cid Sophiar, Master Mechanic	Cid	148
Scraps of Mystery IV	Mystery map	127
Scraps of Mystery V	Mystery map	127
Gorgers in the Dust	Hunt	136
The Ever Regal Regalia	Cindy	155
The Ever Elegant Regalia	Cindy	155
The Ever Gleaming Regalia	Cindy	154

08



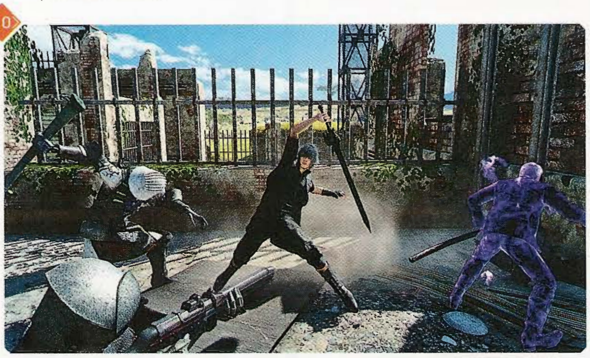
The **Declaration of War** quest begins as you reach the cave exit. Take the time to tie up loose ends in the area (you will be leaving shortly), then return to the Prairie Outpost and speak with Monica.

09



Once you are fully ready, make camp to process EXP and spend your AP in the Ascension menu before you head to the Norduscaen Blockade to find Monica.

10



After you meet up with Cor, follow the linear path through the base, eliminating the soldiers you encounter on the way. Feel free to use Cor's Lion's Roar technique whenever the corresponding meter allows for it. Once all foes have fallen, go down the steps to the south and open the next door. In the second and third encounters, your first priority is to warp-strike to the elevated platforms and defeat the Riflemen stationed there. At the end of the linear path, drop down to the road.

11

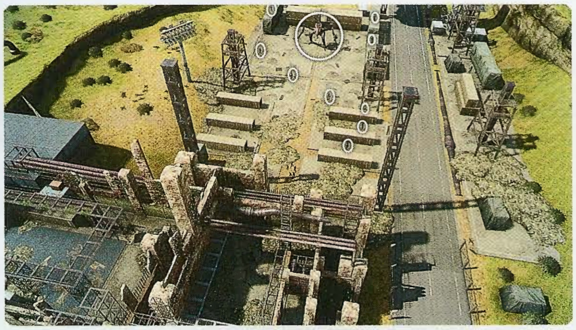


The final section of this chapter is a boss battle against a group of soldiers and Loqi controlling an MA-X Cuirass. An effective approach is to eliminate the Riflemen surrounding the battle zone with warp-strikes, then help your allies deal with the soldiers in the central area. Once they're all down, focus your assaults on Loqi himself. See the page to your right for details. Winning this battle completes the **Declaration of War** quest and concludes Chapter 02.

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Loqi



In addition to Loqi himself, you must deal with a number of imperial troops. We strongly advise that you eliminate all of the smaller assailants before you turn your attention to the bipedal tank. Deal with the Riflemen first to prevent additional ranged damage, then focus on the Axemen (who are vulnerable to Polearms and Daggers). This will leave you with Loqi alone, making for a much more manageable battle.



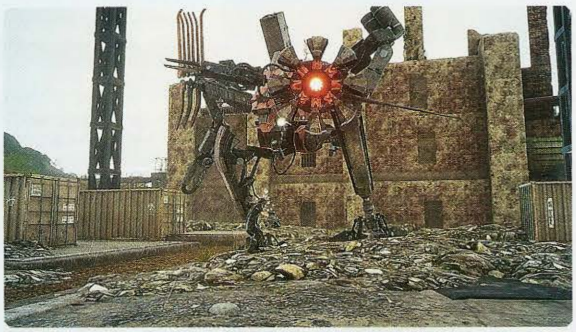
Loqi's only weakness is Machinery weapons. At this point in the story, you should have two of these: the Bioblaster found on the rocks outside the entrance to Keycatrich Trench, and the Auto Crossbow located inside that same dungeon. One possible strategy consists of staying relatively close to the bipedal tank's legs, and then unleashing a barrage of charged attacks (by holding the attack button before you fire). This can have a devastating effect, though the very nature of Machinery weapons impedes your ability to phase and move swiftly. If you struggle with this approach, switch to a more standard weapon. A Greatsword can prove effective, as its sweeping attacks are likely to hit multiple body parts simultaneously.



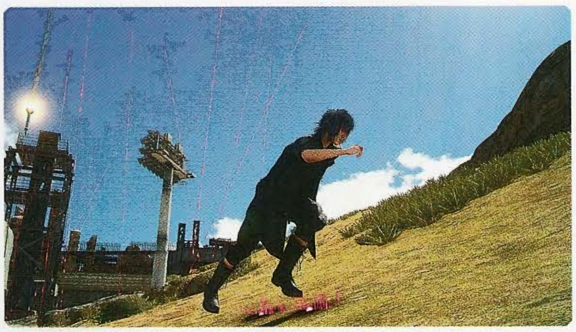
Loqi's mech has an assortment of components that you can destroy to limit his offensive capabilities: the launcher (which prevents further use of missiles), its arm generator (which disables the lightning storm attack) and, perhaps most importantly, its legs. If you focus on one leg and deal sufficient damage, the bipedal tank will be rendered defenseless for several seconds. If at any point you notice a large amount of oil on the ground, set it ablaze with a Fire-based spell. This creates a temporary inferno, causing massive damage to the boss.



Whenever Loqi fires at you, hold ⓪/Ⓧ to phase. Evading the missiles is easy enough, but be aware that you will be caught in the explosion if they hit the ground near you. Staying relatively close to your opponent can be a solution if you are regularly sustaining splash damage.



Every time you see the bipedal tank in a focused state with its shield-like arm appendage clearly visible, it means Loqi is charging his lightning storm attack. The preparation time is significant, so you can use this window of opportunity to unleash powerful assaults. Be swift to move away afterwards, though, as this area-of-effect attack is deadly and hard to dodge. Alternatively, unleashing an ally technique (such as Cor's Lion's Roar) as the lightning storm attack begins can be an effective solution to remain unharmed, as your party is invincible during the entire animation.



Whenever you notice vertical targeting beams appear close to your position, sprint away, and remain on the move until they disappear: these are soon followed by missiles that cause severe damage. Note that the shipping containers in the boss arena all count as cover points. If Noctis is low on HP, move out of sight and press ⓪/Ⓧ when the prompt appears to trigger rapid recovery.

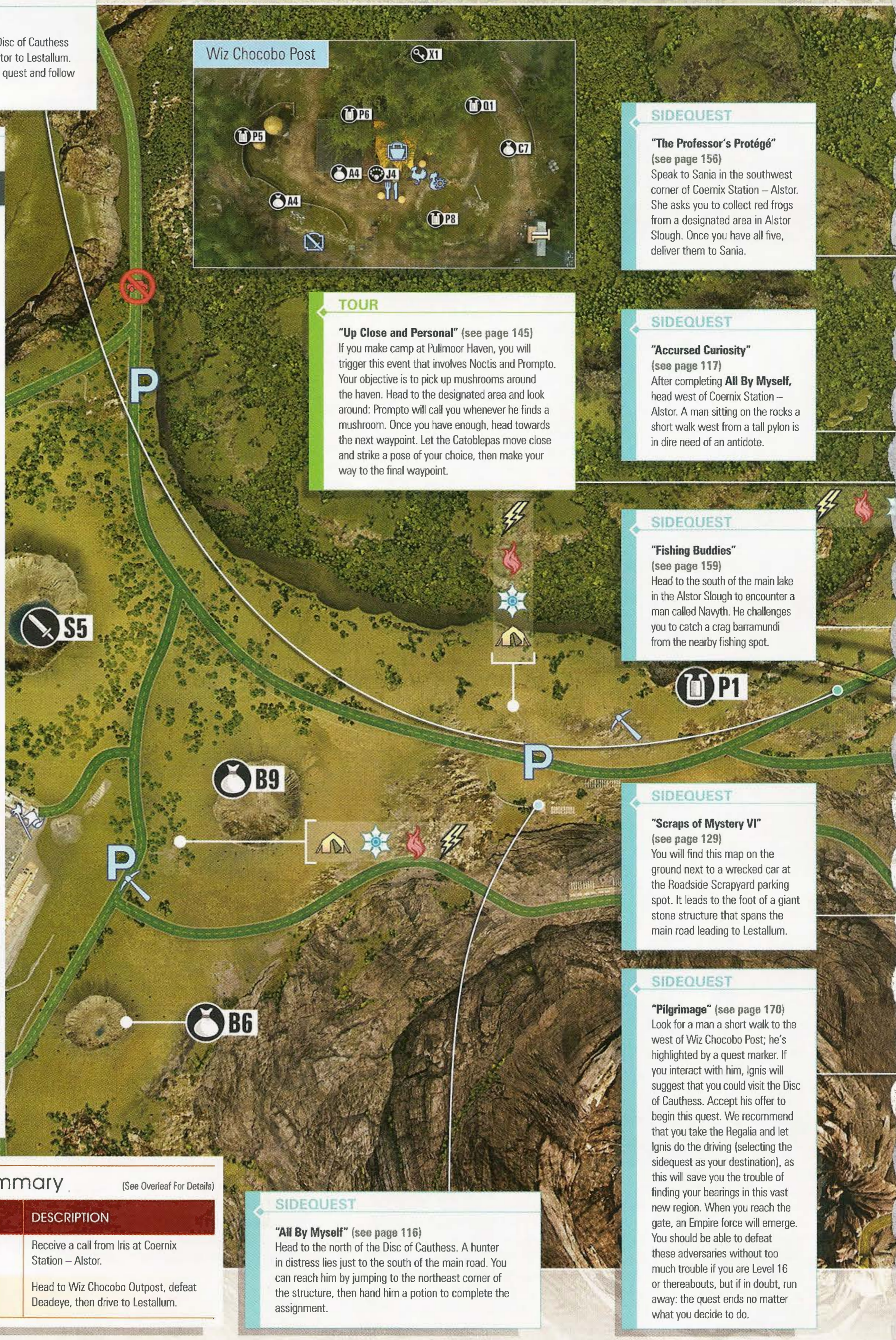


PHOTO OP

Disc (see page 133)
Prompto offers to take a photo of the Disc of Cauthess on your way from Coernix Station - Alstor to Lestallum. Select this assignment as your current quest and follow the waypoint to complete it.

Legend

ICON	MEANING
A4	Debased Coin
A9	Great Garula Tusk
B1	Chrome Bit
B2	Behemoth Horn
B6	Mythril Shaft
B9	Laser Sensor
C6	Beautiful Bottle
C7	Tiny Feather
G4	Fencer's Anklet
G7	Iron Bangle
G8	Amethyst Bracelet
J4	Camera Strap
K3	Black Choker*
P1	Megalixir
P2	Mega Phoenix
P3	Remedy
P4	Hi-Elixir
P5	Antidote
P6	Potion
P8	Hi-Potion
Q1	Phoenix Down
S3	Calamity
S5	Power Shield
T2	Hardedge
U8	Dominator*
X1	Oracle Ascension Coin
	Whitestone Ore (17%), Blackstone Ore (17%), Redstone Ore (17%), Bluestone Ore (17%), Greenstone Ore (16%), Yellowstone Ore (16%)
	Whitestone Crystal (40%), Blackstone Crystal (35%), Redstone Crystal (25%)

*Only available after you finished the game

TOUR

"Up Close and Personal" (see page 145)
If you make camp at Pullmoor Haven, you will trigger this event that involves Noctis and Prompto. Your objective is to pick up mushrooms around the haven. Head to the designated area and look around: Prompto will call you whenever he finds a mushroom. Once you have enough, head towards the next waypoint. Let the Catoblepas move close and strike a pose of your choice, then make your way to the final waypoint.

SIDEQUEST

"The Professor's Protégé"
(see page 156)
Speak to Sania in the southwest corner of Coernix Station – Alstor. She asks you to collect red frogs from a designated area in Alstor Slough. Once you have all five, deliver them to Sania.

SIDEQUEST

"Accursed Curiosity"
(see page 117)
After completing **All By Myself,** head west of Coernix Station – Alstor. A man sitting on the rocks a short walk west from a tall pylon is in dire need of an antidote.

SIDEQUEST

"Fishing Buddies"
(see page 159)
Head to the south of the main lake in the Alstor Slough to encounter a man called Navyth. He challenges you to catch a crag barramundi from the nearby fishing spot.

SIDEQUEST

"Scraps of Mystery VI"
(see page 129)
You will find this map on the ground next to a wrecked car at the Roadside Scrapyard parking spot. It leads to the foot of a giant stone structure that spans the main road leading to Lestallum.

SIDEQUEST

"Pilgrimage" (see page 170)
Look for a man a short walk to the west of Wiz Chocobo Post; he's highlighted by a quest marker. If you interact with him, Ignis will suggest that you could visit the Disc of Cauthess. Accept his offer to begin this quest. We recommend that you take the Regalia and let Ignis do the driving (selecting the sidequest as your destination), as this will save you the trouble of finding your bearings in this vast new region. When you reach the gate, an Empire force will emerge. You should be able to defeat these adversaries without too much trouble if you are Level 16 or thereabouts, but if in doubt, run away: the quest ends no matter what you decide to do.

SIDEQUEST

"All By Myself" (see page 116)
Head to the north of the Disc of Cauthess. A hunter in distress lies just to the south of the main road. You can reach him by jumping to the northeast corner of the structure, then hand him a potion to complete the assignment.

Walkthrough Summary

(See Overleaf For Details)

STEP	QUEST	DESCRIPTION
01	**Burden of Expectation**	Receive a call from Iris at Coernix Station – Alstor.
02 - 06	**A Behemoth Undertaking**	Head to Wiz Chocobo Outpost, defeat Deadeye, then drive to Lestallum.



SIDEQUEST

"Final Resting Plains" (see page 146)
If you have completed Dave's previous quest, **Dust to Dust**, he now awaits you at Coernix Station – Alstor outside a small building to the northeast. Speak to him to initiate this quest, then obtain information on the search area by speaking with the tipster at the station's restaurant. You can now retrieve the Rusted Dog Tag by following the waypoint: it's located in a field to the northwest of the Disc of Cauthess. Deliver the Rusted Dog Tag to Dave to complete the assignment.

SIDEQUEST

"Trembling with Fear" (see page 117)
After completing the **A Behemoth Undertaking** hunt, head to this area to the east of Coernix Station – Alstor. A hunter in distress is hidden in a recess in the rocks. Give him an antidote to save him.

HUNT

Coernix Station – Alstor: "Beasts Wallow in the Wetlands" (see page 136)
These Yellowtooths can be found at any time of the day. They are very weak to Polearms, Shields, and Ice.

HUNT

Coernix Station – Alstor: "Galloping Garulas" (see page 136)
These Garulas are available during the day only and should be relatively easy prey at this stage. They are weak to Fire, Greatswords, and Firearms.

SIDEQUEST

"Wild Beasts on the Open Road" (see page 123)
A man with a broken car stands on the side of the road that leads to Wiz Chocobo Post. Give him a repair kit to receive your reward.

HUNT

Wiz Chocobo Post: "A Behemoth Undertaking" (see page 136)
You can begin this special hunt (also covered in the main walkthrough overleaf if you require additional information) by following the path directly to the north of Wiz Chocobo Post. After the brief opening cutscene (where you witness trees being uprooted beyond the nearby rocks), follow the linear path until you reach a fence; jump over this. During the tailing sequence, stay a moderate distance behind the monster at all times. If you lose track of the beast, look for the red dot on your mini-map. Once you have discovered its lair, squeeze through the narrow passage in the rocks to the northeast, then defeat the monster.

SIDEQUEST

"Where the Wild Chocobos Are" (see page 169)
After completing the **A Behemoth Undertaking** hunt, speak to Wiz to trigger this quest. All you need to do is return to the area just before the field where you tailed Deadeye and interact with a wild chocobo. Deliver the picture back to Wiz to end the assignment.

SIDEQUEST

"Friends of a Feather" (see page 166)
Accept Prompto's invitation to check the Chocobo Post at the beginning of the chapter to trigger this mission. The easiest solution is to drive to the outpost, though you are free to walk to it if you feel like exploring Duscae's wetlands on foot. Once at the Post, speak to Wiz and accept the **A Behemoth Undertaking** hunt. When you have fulfilled that assignment, you can return to Wiz to complete this mission and unlock the option to ride chocobos. This makes it feasible to begin completing certain sidequests at night.

Chocobo Races
After completing **A Behemoth Undertaking**, you can take part in chocobo races by signing up at a small wooden cabin on the opposite side of the highway from Wiz Chocobo Post. This mini-game features a selection of races to master, with more events unlocked later in the story. See page 167 for more details.

Shopping Opportunities
If you can afford the Fire-infused Blade of Brennaere (Greatsword) and the poison-inflicting Calamity (Firearm), both available from Wiz Chocobo Post's arms vendor, do so as a matter of priority. These can be extremely potent against foes with the corresponding weaknesses.

HUNT

Wiz Chocobo Post: "Red in Tooth and Claw" (see page 136)
This hunt pits you against a horde of Voretooths. They are weak to Polearms, Shields, and Ice. They can potentially inflict the poison status ailment (indicated by a sickly green highlight on the afflicted party member, along with a draining HP gauge), so ensure that you have a couple of antidotes in stock before you engage them.

01



The **Burden of Expectation** quest begins once you exit the Regalia upon arrival at the gas station. A cutscene is triggered as you step away from the car. Once this is over, refuel by pressing ⊗/Ⓐ while in front of the gas pump. You can now either explore the region and complete sidequests, or head directly to Lestallum (Ignis will get you there if you choose the auto drive option). We strongly suggest that you accept Prompto's offer to visit the nearby Chocobo Post. This leads to an optional sidequest that is so important that we will cover it here as a main quest. If you use the local tipster's inquire option to pick up information on the region, you can let Ignis drive you to the Chocobo Post.

02

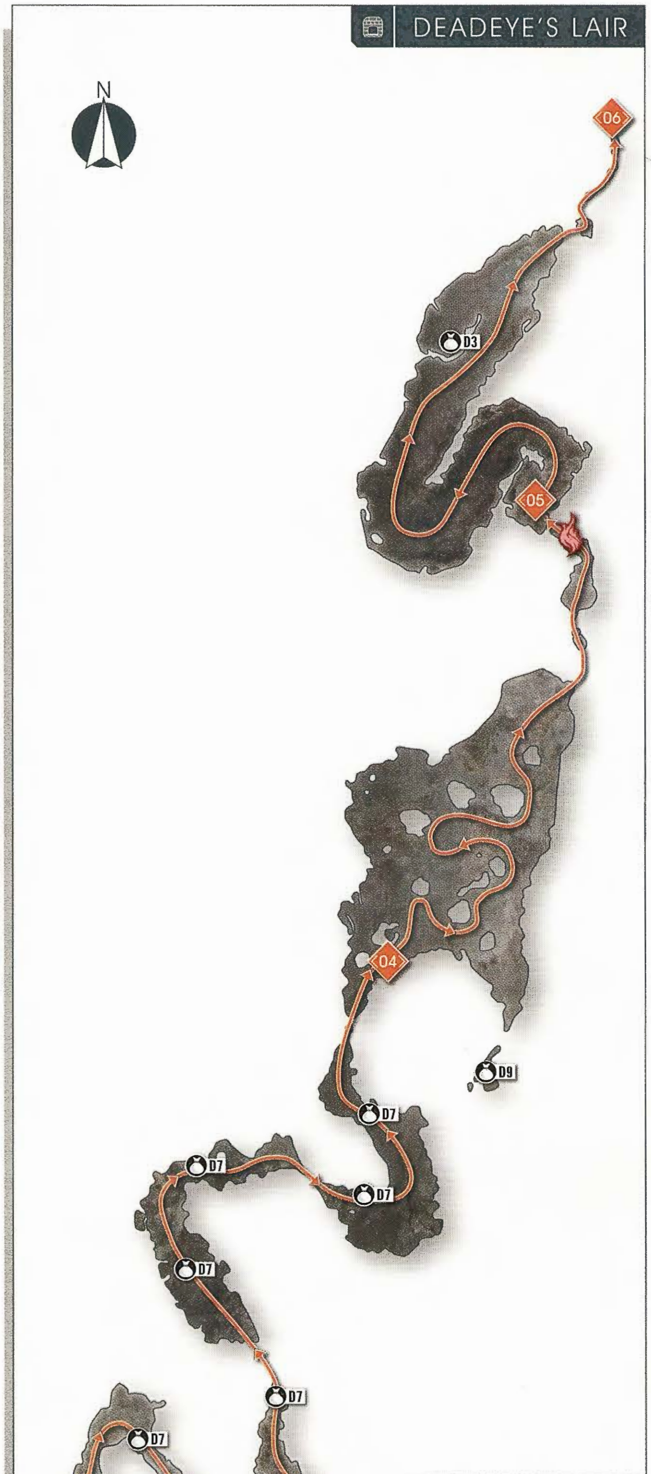


Once at the Chocobo Post, speak to Wiz and accept the **A Behemoth Undertaking** hunt. If you have completed a reasonable number of sidequests so far, you should be strong enough for the challenge. If not, take the time to accomplish as many as you can now. This will not only help you to succeed here, but also to tackle the ordeals that lie ahead in Chapter 03 with greater confidence. With the hunt accepted, follow the dirt path to the north of the Chocobo Post. After the brief cutscene where you witness trees being uprooted, take the path to the right.

03



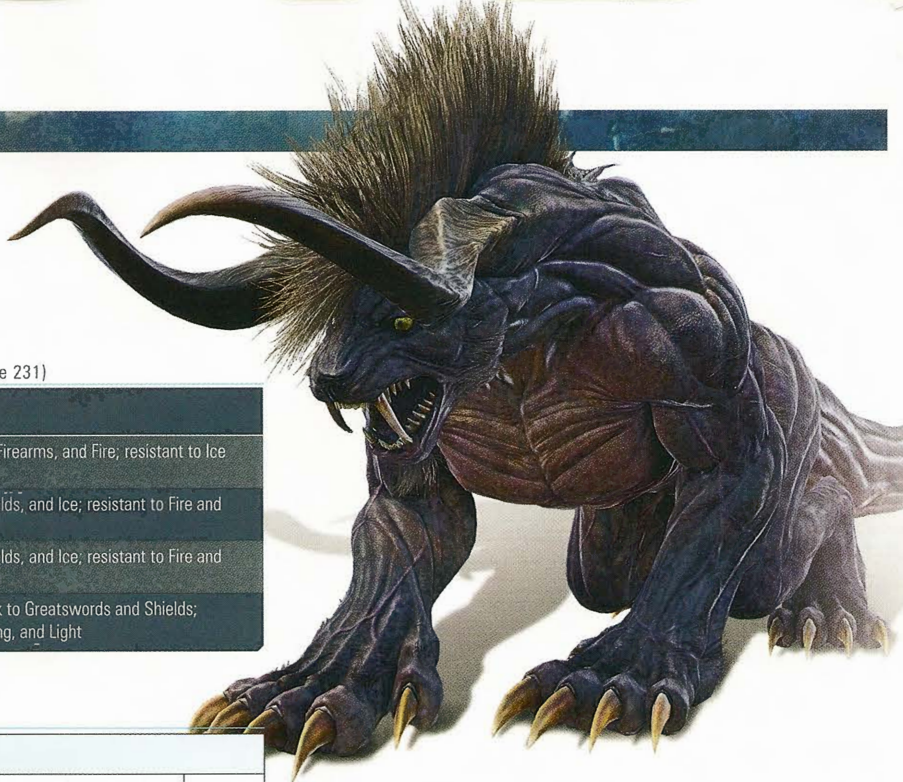
Follow the path shown on the map to your right, collecting items and defeating any minor foes you encounter. When you reach the metal fence, simply jump above it to access the next section.



Legend

ICON	MEANING
B2	Behemoth Horn
D3	Broken Harmonica
D7	Voretooth Bristles
D8	Crooked Helixhorn
D9	Strong Bone

*Available by backtracking after you discover Deadeye's Lair.



Enemy Analysis (see page 231)

NAME	NOTES
Garula	Weak to Greatswords, Firearms, and Fire; resistant to Ice and Light
Voretooth	Weak to Polearms, Shields, and Ice; resistant to Fire and Light
Yellowtooth	Weak to Polearms, Shields, and Ice; resistant to Fire and Light
Deadeye	Very weak to Fire; weak to Greatswords and Shields; resistant to Ice, Lightning, and Light

Sidequests

SIDEQUEST CHECKLIST

NAME	TYPE	PAGE
Photo Op: Disc	Photo Op	133
Up Close and Personal	Tour	145
Wild Beasts on the Open Road	Broken car	123
Trembling with Fear	Rescue	117
All By Myself	Rescue	116
Accursed Curiosity	Rescue	117
Scraps of Mystery VI	Mystery map	129
The Professor's Protégé	Sania	156
Galloping Garulas	Hunt	136
Beasts Wallow in the Wetlands	Hunt	136
Red in Tooth and Claw	Hunt	136
A Behemoth Undertaking	Hunt	136
Final Resting Plains	Dave	146
Fishing Buddies	Navyth	159
Friends of a Feather	Chocobo	166
Where the Wild Chocobos Are	Wiz	169
Chocobo Races	Chocobo	167
Pilgrimage	Miscellany	170

04



In this section your goal is to tail Deadeye by moving stealthily at an optimal distance – not so close that the creature detects you, but within sufficient proximity to keep sight of it in the dense mist. You can use cover points when required for additional security. Walk instead of running, and use Ⓡ to constantly keep the monster's shadowy outline in sight. If you lose track of the beast, look for the red dot on your mini-map. When the tailing sequence ends, enter Deadeye's lair by squeezing through the small passage in the rock.

05



In this final area, you have no choice but to defeat Deadeye. The Behemoth is very weak to Fire, and also vulnerable to Greatswords and Shields. This makes the Blade of Brennaere sold at Wiz Chocobo Post particularly effective, though another powerful two-handed blade enhanced by Ignis can work just as well. Fire spells can also prove devastating, particularly if you use them to detonate oil drums while Deadeye is nearby. As always, your priority should be to focus on defense first, though. Whenever you notice Deadeye moving a leg or his tail, be ready to press ◎/Ⓧ immediately. The monster's special attacks offer you a chance to parry: try to make the most of these opportunities. If you are swift to press ◎/Ⓑ to parry and counter after the defend prompt appears onscreen, Noctis will execute a powerful riposte. If you lose too much HP, take cover behind low walls to recover quickly. Likewise, point-warp to a blue marker position if you ever run out of MP.

06



Once Deadeye falls, slide through the gap at the north end of the map to leave the area; back outside, you can use the "Return to Car" option for an easy return journey, then report back to Wiz to end the mission. This unlocks an essential feature: the ability to rent chocobos from all Rent-a-Bird stations throughout Lucis. Chocobos combine respectable speed with the flexibility of on-foot travel, so riding them is a great way to explore the world. For now, though, return to the Regalia and head to Lestallum.

CHAPTER 03

PART 2

CLEIGNE: NORTH REGION

Lestallum



SIDEQUEST

"Poor, Misfortunate Soul" (see page 119)
After completing **Almost Out of Hope** and clearing the Glacial Grotto dungeon, you can find a woman in pain close to the river, to the north of Mynbrum Haven. Heal her with an antidote.

Burbost Souvenir Emporium



PHOTO OP

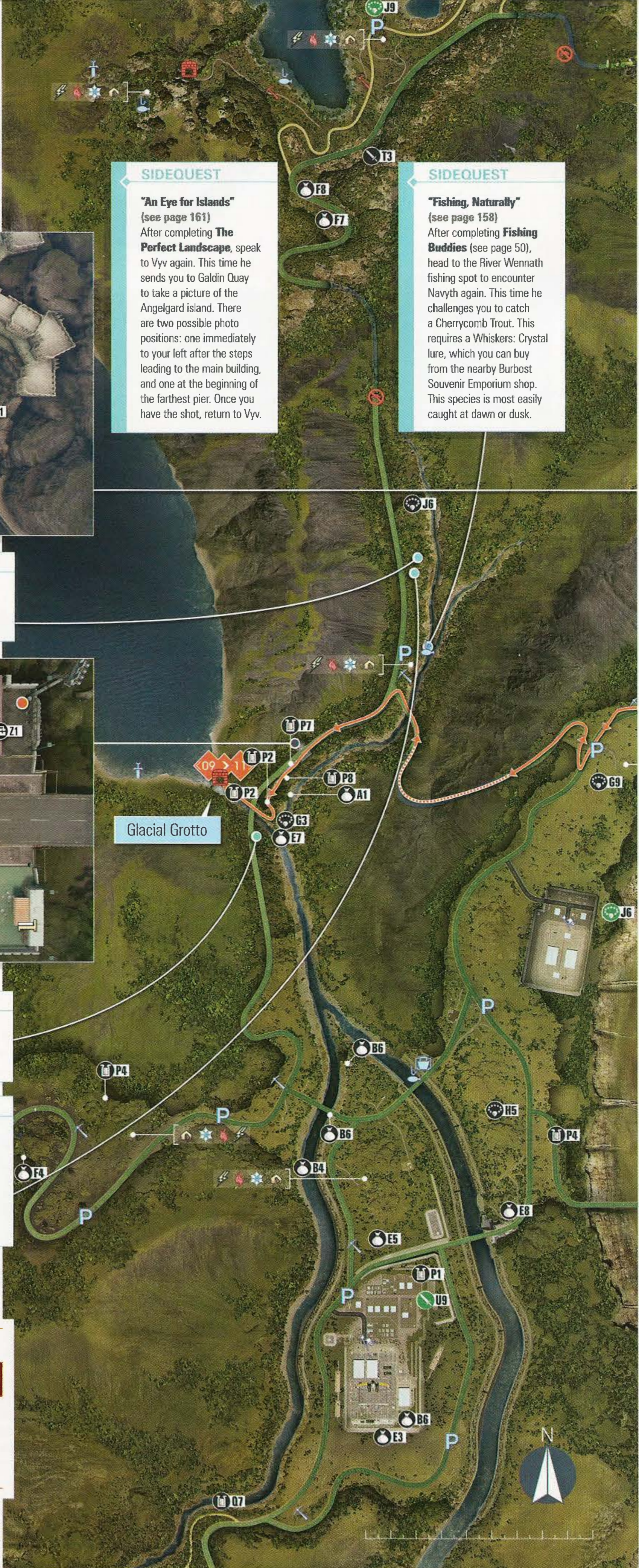
Waterfall (see page 133)
Prompto sees an opportunity for a photo near the waterfall that leads to the Glacial Grotto. Select this as your active quest and follow the waypoint to complete it.

SIDEQUEST

"Van, Interrupted" (see page 162)
After completing **A Stroll for Two** speak to Prissock, a merchant at the market. Your mission is to find a stranded van (which you can reach with a minor detour on your journey to the Glacial Grotto for a main quest) and retrieve its cargo. Leave the Regalia at the parking spot directly south, then head down the steps; the van is a short walk to the north. Eliminate the Killer Bees, then interact with the rear of the vehicle to retrieve the cargo. Deliver it to Prissock to claim your reward.

Walkthrough Summary (See Overleaf For Details)

STEP	QUEST	DESCRIPTION
07	**Burden of Expectation**	Once in Lestallum, speak to Iris, then Talcott.
08 – 12	**Sword in the Waterfall**	Head to the Glacial Grotto and clear the dungeon to retrieve the Royal Arms. Return to Talcott in Lestallum, then visit the city's lookout for a meeting.



SIDEQUEST

"An Eye for Islands" (see page 161)
After completing **The Perfect Landscape**, speak to Vyv again. This time he sends you to Galdin Quay to take a picture of the Angelgard island. There are two possible photo positions: one immediately to your left after the steps leading to the main building, and one at the beginning of the farthest pier. Once you have the shot, return to Vyv.

SIDEQUEST

"Fishing, Naturally" (see page 158)
After completing **Fishing Buddies** (see page 50), head to the River Wennath fishing spot to encounter Navyth again. This time he challenges you to catch a Cherrycomb Trout. This requires a Whiskers: Crystal lure, which you can buy from the nearby Burbost Souvenir Emporium shop. This species is most easily caught at dawn or dusk.



HUNT

Lestallum Thoroughfare Diner: "Secure the Mountain Pass" **(see page 136)**
These Saberclaws are available at any time of the day. They are weak to Firearms, Machinery, and Ice.

SIDEQUEST

"One Tune-up Too Many"
(see page 121)
While completing **An Eye for Islands**, make a stop at the Three Valleys parking spot in Leide to fix a man's car with a repair kit.

SIDEQUEST

"Almost Out of Hope" **(see page 119)**
A hunter in distress lies by the road to the north of Lestallum, partially concealed behind a rock. Give him a potion to save him.

Shopping Opportunities

Lestallum's Arms Vendor has a few noteworthy weapons in store. The Fire-infused Flame Tongue (Sword), the appendage-destroying Hardedge (Greatsword), the Ice-imbued Ice Spear (Polearm), and the Poison-inflicting Assassin's Daggers (Daggers) can all make a real difference against enemy types with related properties. Purchasing a few Maiden's Kiss consumables will also prove useful for a forthcoming challenge.

SIDEQUEST

"Scraps of Mystery XI"
(see page 128)
If you make a short journey to the north of Lestallum you can find a Mystery Map inside the ruins of a red-brick house. This leads to a treasure in Lestallum, in the small alley with the steps that leads to the Arms Vendor.

SIDEQUEST

"The Perfect Landscape" **(see page 160)**
After completing **A Stroll for Two** following your first night in Lestallum, speak to Vyv – a journalist standing a short way to the east of the city's lookout. Head to the two designated areas to take pictures, defeating any nearby monsters that might interfere with the shots, then return to Vyv to receive your payment.

TOUR

"A Stroll for Two" **(see page 144)**
After you spend the night in Lestallum during your first visit, accept Iris's offer to look around the city and then head to each waypoint in turn. The decisions you make during the interactive conversations with Iris have the following consequences:

- *"Accept"* ➔ Reward: 200 EXP for Noctis; *"Decline"* ➔ Reward: 2 AP
- *"Act uninterested"* ➔ Reward: 2 AP; *"Act interested"* ➔ Reward: 250 EXP for Noctis
- *"Encourage her"* ➔ Reward: 250 EXP for Noctis; *"Express concern"* ➔ Reward: 2 AP
- *"Deny the suggestion"* ➔ Reward: 300 EXP for Noctis; *"Make light of the subject"* ➔ Reward: 2 AP
- *"Agree with Iris"* ➔ Reward: 500 EXP for Noctis; *"Make light of the subject"* ➔ Reward: 2 AP; *"Change the subject"* ➔ Reward: Elixir x1

SIDEQUEST

"Ace of Carapace"
(see page 162)
After completing **A Stroll for Two**, speak to the Arms Vendor. He asks you to slay Bulettes located a short distance to the south of Lestallum. Once at the foot of the antenna pylon, eliminate the beasts. You can then deliver the required carapace to the Arms Vendor.

SIDEQUEST

"On the Hunt for a Harvest"
(see page 162)
After completing **A Stroll for Two**, speak to Furloch, a merchant from the market. Head to Furloch Farms, to the south of Lestallum, where you should talk to Furloch's nephew then slay the beasts in the nearby field. Harvest green beans, then report to the nephew, before returning to Furloch in Lestallum.

SIDEQUEST

"Mind the Trap" **(see page 162)**
After completing **A Stroll for Two**, speak to Veenon's grandson at the market. Head to the Taelpar Rest Area and talk to the hunter, then go to the designated areas to the south and remove the traps lying on the ground. Report back to the hunter first, then pick up your reward from Veenon's grandson.

Legend

ICON	MEANING	ICON	MEANING
A1	Electrolytic Condenser	B8	Gralean Medal of Distinction
A4	Debased Coin	B9	Laser Sensor
A10	Building Stone	C1	Strong Whiskers
A11	Slimy Oil	C3	Rusted Bit
B1	Chrome Bit	C6	Beautiful Bottle
B4	Earth Gemstone	C8	Debased Silverpiece
B6	Mythril Shaft		

Legend

ICON	MEANING	ICON	MEANING
D1	Shattered Timepiece	Q7	Mega-Potion
D2	Old Book	S5	Power Shield
D3	Broken Harmonica	T3	Assassin's Daggers
D4	Glass Gemstone	U9	Hyper Magnum
E3	Imperial Medal of Honor	Ω1	Dragoon Lance*
E5	Hydraulic Cylinder	V6	Coernix Oil
E7	Dynamo	W5	Ebony Sticker
E8	Beetle Shell	X1	Oracle Ascension Coin
F4	Thunderoc Feather	X3	Magic Flask
F5	Deadly Stinger	Z1	Spider Silk
F7	Platinum Ingot		Deadly Waters: Seadevil (50)%, Deadly Waters: Sahagin (50%)
F8	Cactuar Needle		Fatal Roulette: Bloody Eye (50%), Hot Breather: Red Dragon (50%)
G3	Bronze Bangle		**Duscae:** Whitestone Ore (17%), Blackstone Ore (17%), Redstone Ore (17%), Bluestone Ore (17%), Greenstone Ore (16%), Yellowstone Ore (16%) **Cleigne:** Bluestone Crystal (17%), Greenstone Crystal (17%), Yellowstone Crystal (17%), Whitestone Crystal (17%), Blackstone Crystal (16%), Redstone Crystal (16%)
G9	Carbon Bangle		**Duscae:** Silver Shard (40%), Gold Shard (35%), Prismatic Shard (25%) **Cleigne:** Silver Ore (40%), Gold Ore (35%), Prismatic Ore (25%)
H2	Bulletproof Suit		
H3	Moon Pendant		
H5	Fire Crest		
i1	Diamond Bracelet*		
J6	Chobham Armor		
J6	Chobham Armor*		
J9	Circlet*		
L8	Insulated Inners		
P1	Megalixir		
P2	Mega Phoenix		
P3	Remedy		
P4	Hi-Elixir		
P6	Potion		
P7	Elixir		
P8	Hi-Potion		
P9	Maiden's Kiss		
Q1	Phoenix Down		
Q2	Smelling Salts		
Q3	Gold Needle		

*Only available after you finish the game

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07

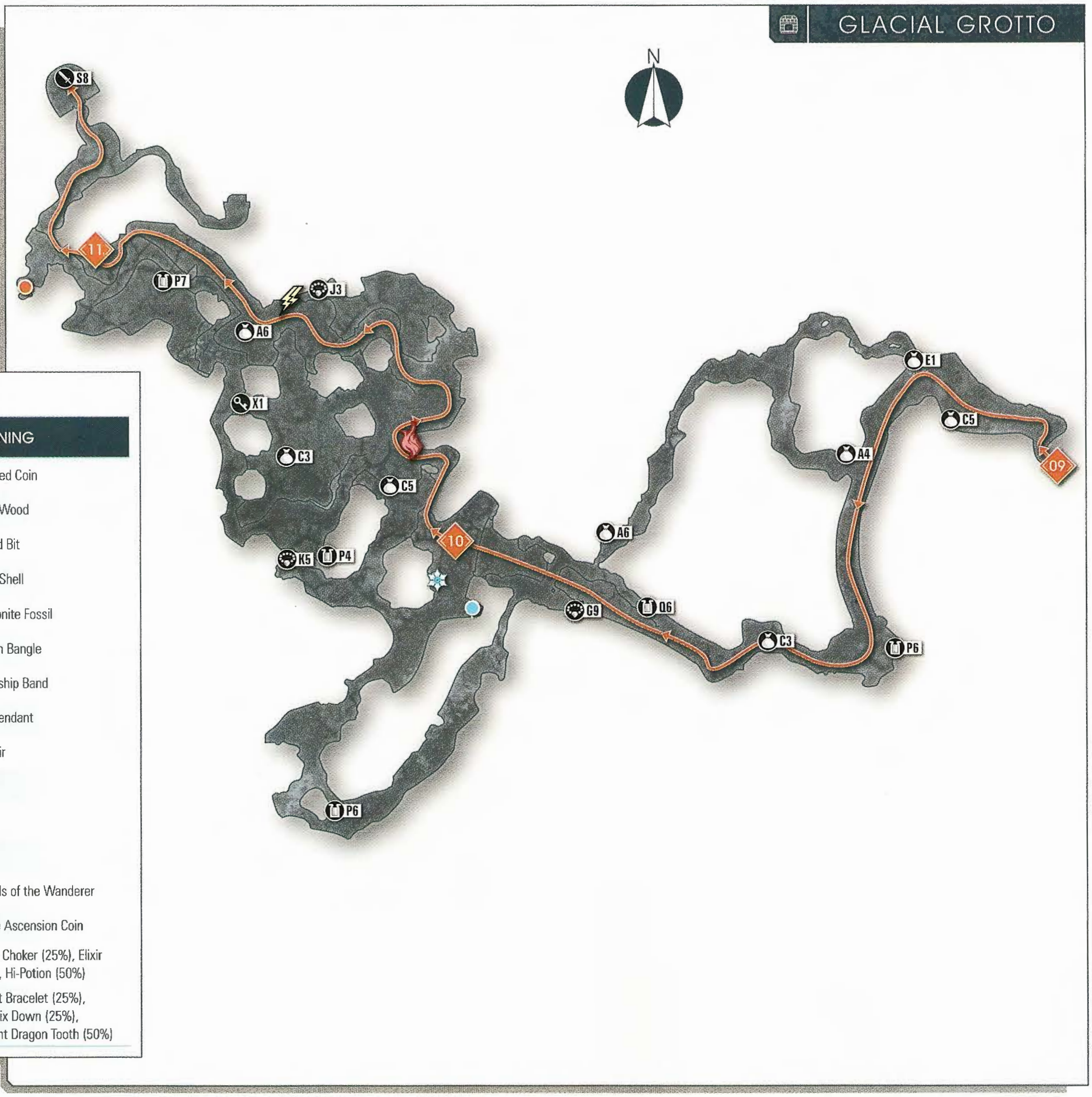


When you arrive in Lestallum, head to the waypoint to reach Hotel Leville and trigger a cutscene. Though technically a sidequest, **A Stroll for Two** is triggered automatically, so take a stroll around the city with Iris: this will enable you to familiarize yourself with Lestallum's main points of interest and, as a bonus, collect easy rewards (see page 55).

08



Your next quest, **Sword in the Waterfall**, is triggered during a conversation with Talcott back at the hotel. This involves locating a Royal Tomb. As the dungeon features Daemons, it's a good idea to ensure that you have a healthy stock of items that restore maximum HP, such as Elixirs (see page 22 for more information). Walk back to the Regalia, fill up the tank at Lestallum's station, then drive to the waypoint to the west. Once you leave the Regalia, head down the steps to the southwest then follow the trail shown in the accompanying screenshot. Enter the cave behind the waterfall via the sloped path on the right-hand side.



Legend

ICON	MEANING
A4	Debased Coin
A6	Fossil Wood
C3	Rusted Bit
C5	Fossil Shell
E1	Ammonite Fossil
G9	Carbon Bangle
J3	Friendship Band
K5	Star Pendant
P4	Hi-Elixir
P6	Potion
P7	Elixir
Q6	Ether
S8	Swords of the Wanderer
X1	Oracle Ascension Coin
(blue dot)	White Choker (25%), Elixir (25%), Hi-Potion (50%)
(orange dot)	Garnet Bracelet (25%), Phoenix Down (25%), Ancient Dragon Tooth (50%)

09



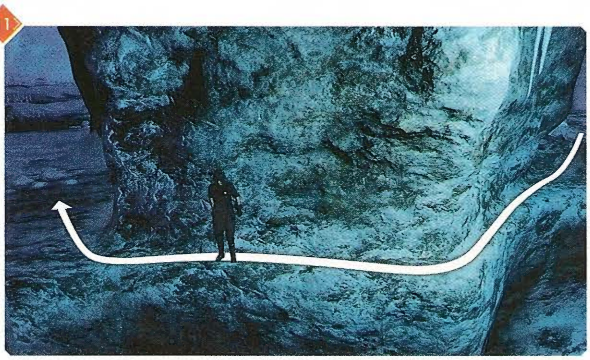
Inside the dungeon, follow the path shown on the map to your left. During the sequences when you slide on ice slopes, you control Noctis's movements with Ⓛ. You should note that, during the second sliding sequence, you can move to the right when descending to reach the ledge to the side of the slope, as shown here. Using this ledge is the only way to leave the dungeon manually (and, moreover, reach certain collectibles) should you choose to do so. As you explore the dungeon, you will face regular ambushes. Most are straightforward battles, but the Ronin enemy type deserves a little more respect. Exploit its vulnerability to Lightning, Daggers and Swords for optimal results.

10



After the second sliding sequence you land in front of an Arachne, a dangerous creature that can stop and electrocute its targets. Be swift to parry its assaults, and try to use Greatswords and/or Fire-based attacks to inflict maximum damage. After the battle, move close to the narrow ledge shown here and press ⊗/Ⓐ when the prompt appears; you can then traverse to the other side. Be on your guard for ambushes.

11



You need to repeat the traversal maneuver shortly afterwards when you reach the far end of the same chamber to the northwest. Pay special attention to the clear ice patches: they are extremely slippery, and can cause you to fall to a lower level. The final room before the tomb is guarded by Mindflayers and a number of minor daemons. Daggers and Lightning-based attacks are good choices here. If you have sufficient Lightning energy, a Thundaga spell will enable you to obliterate your opponents in the final ambush (see page 274 for more information on crafting spells). Once you have defeated all creatures, open the tomb's door to retrieve the Royal Arms (unlocking the Armiger ability in the process – see page 21 for details). Though you may be curious about the branching path that leads to a giant sealed door, it is of no consequence during this visit.

12



You can now return to Talcott at the Leville in Lestallum (and speak to Jared to receive a Magic Flask), then meet a familiar face at the lookout. Speaking to Ardyn beside his car will bring the chapter to a close, so you may wish to finish any outstanding business in the area before you do so. The line of dialog that you choose during the interactive conversation leads to the following results:

- *"Take the wheel"* ➡ Reward: 500 EXP for the whole party
- *"Leave it to Ignis"* ➡ Reward: 1000 EXP for Ignis alone
- *"Drive Ardyn's car"* ➡ Reward: 100 EXP for the whole party + 1 AP
- *"Ride with Ardyn"* ➡ Reward: 2 AP

Enemy Analysis (see page 231)

NAME	NOTES
Shieldshears	Weak to Polearms, Firearms, and Ice; resistant to Fire and Light
Bulette	Weak to Shields, Machinery, and Ice; resistant to Fire and Light
Coeurl	Weak to Swords, Daggers, and Fire; immune to Lightning; resistant to Light
Voretooth	Weak to Polearms, Shields, and Ice; resistant to Fire and Light
Sahagin	Weak to Polearms, Shields, and Ice; resistant to Fire and Light
Imp	Weak to Daggers, Firearms, Ice, and Light; resistant to Fire
Flan	Weak to Light; resistant to all standard weapon types
Arachne	Weak to Greatswords, Machinery, Fire, and Light; resistant to Lightning
Ronin	Weak to Swords, Daggers, Lightning, and Light; resistant to Fire
Mindflayer	Weak to Polearms, Daggers, Lightning, and Light; resistant to Ice

Sidequests

SIDEQUEST CHECKLIST

NAME	TYPE	PAGE
A Stroll for Two	Tour	144
The Perfect Landscape	Vyv	160
An Eye for Islands	Vyv	161
Ace of Carapace	Lestallum merchants	162
On the Hunt for a Harvest	Lestallum merchants	162
Van, Interrupted	Lestallum merchants	162
Mind the Trap	Lestallum merchants	162
Photo Op: Waterfall	Photo Op	133
Secure the Mountain Pass	Hunt	136
Fishing, Naturally	Navyth	158
Almost Out of Hope	Rescue	119
Poor, Misfortunate Soul	Rescue	119
Scraps of Mystery XI	Mystery map	128
One Tune-up Too Many	Broken car	121



SIDEQUEST

"Scraps of Mystery X" (see page 128)
You will find this mystery map inside a fenced area with a lookout tower, to the west of the Disc of Cauthess. It is very well hidden in the grates of a small building. It leads to a position just north of Coernix Station – Cauthess, on a rock at the base of an east-facing cliff.

SIDEQUEST

"New to the Road" (see page 122)
A man with a broken car stands on the side of the road a short distance to the south of Coernix Station – Cauthess. Give him a repair kit to complete this assignment.

SIDEQUEST

"The Jolly Joyrider" (see page 122)
There is an individual in need of a repair kit at the Secullam Pass parking spot.

SIDEQUEST

"A Rocky End" (see page 146)
If you have completed Dave's previous quest (see page 42), he awaits at the Cauthess Rest Area, outside the building opposite the diner. Once the mission has been activated, inquire about it by speaking to the diner's tipster. You will find the Scorched Dog Tag behind a large rock in the search area to the southwest.

Tomb of the Just (see page 176)
If you head southwest from Coernix Station – Cauthess, you will find a Royal Tomb a short walk along the dirt path that leads from the Secullam Pass parking spot. Other than potentially troublesome Coeurls, there's nothing to stop you from strolling inside to collect the Shield of the Just.

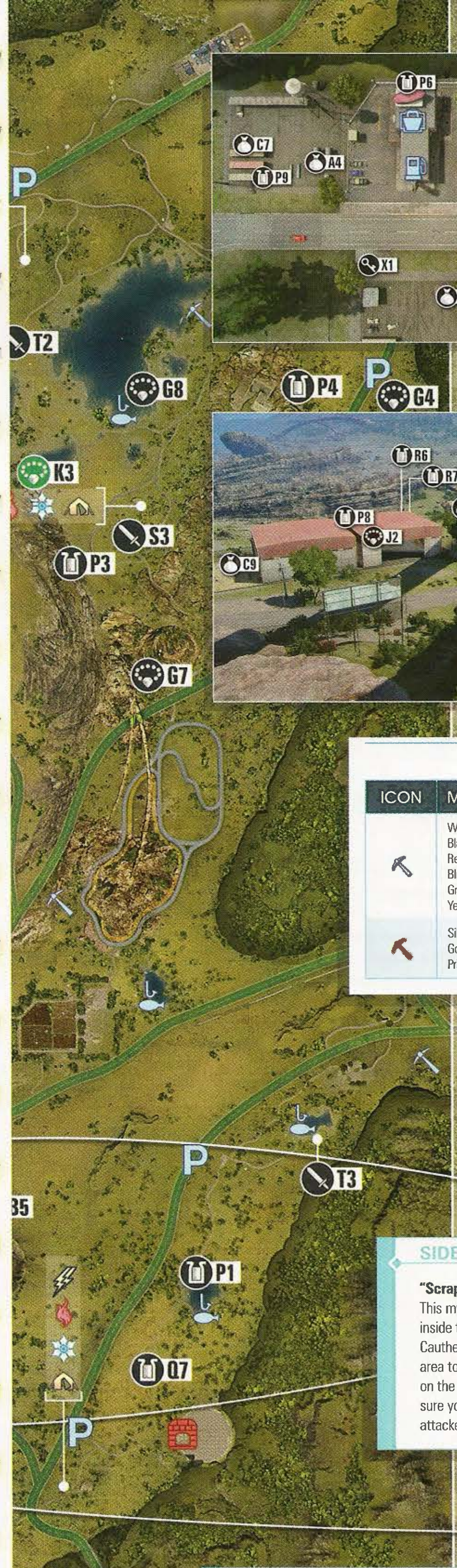
Shopping Opportunities
The arms vendors based in the Taelpar Rest Area and Lestallum have a few valuable weapons in their inventory, including the Fire-infused Flame Tongue and the Lightning-imbued Storm Lance, two remarkable additions to your arsenal to exploit enemy weaknesses. If you still haven't purchased the key weapons from Wiz Chocobo Post (particularly the Fire-infused Blade of Brennaere and the poison-inflicting Calamity), you should definitely do so now.

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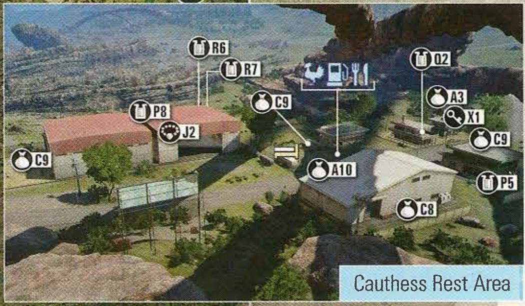
CHAPTER 04

DUSCAE: WEST REGION





Coernix Station – Cauthess



Cauthess Rest Area

Walkthrough Summary

(See Overleaf For Details)

STEP	QUEST	DESCRIPTION
01	**A Dubious Drive**	Follow Ardyn to Coernix Station – Cauthess.
02	**Onward to the Disc**	Follow Ardyn again to the Disc of Cauthess.
03	**The Archaean**	Make your way to the end of the ravine.
04 – 09	**The Trial of Titan**	Defeat the Astral.

Legend

ICON	MEANING
Pickaxe (grey)	Whitestone Ore (17%), Blackstone Ore (17%), Redstone Ore(17%), Bluestone Ore (17%), Greenstone Ore (16%), Yellowstone Ore (16%)
Pickaxe (red)	Silver Shard (40%), Gold Shard (35%), Prismatic Shard (25%)

ICON	MEANING	ICON	MEANING	ICON	MEANING
A1	Electrolytic Condenser	G4	Fencer's Anklet	P6	Potion
A3	Quality Building Stone	G7	Iron Bangle	P8	Hi-Potion
A4	Debased Coin	G8	Amethyst Bracelet	P9	Maiden's Kiss
A10	Building Stone	H1	Talisman	Q1	Phoenix Down
A11	Slimy Oil	H2	Bulletproof Suit	Q2	Smelling Salts
B1	Chrome Bit	H3	Moon Pendant	Q3	Gold Needle
B4	Earth Gemstone	i1	Diamond Bracelet*	Q7	Mega-Potion
B5	Ancient Dragon Tooth	J2	Titanium Bangle	R6	Mettle VX
B6	Mythril Shaft	J6	Chobham Armor	R7	Power EX
B8	Gralean Medal of Distinction	K3	Black Choker*	S3	Calamity
B9	Laser Sensor	L8	Insulated Inners	S5	Power Shield
C1	Strong Whiskers	L9	Champion's Anklet*	T2	Hardedge
C3	Rusted Bit	P1	Megalixir	T3	Assassin's Daggers
C7	Tiny Feather	P2	Mega Phoenix	U8	Dominator*
C8	Debased Silverpiece	P3	Remedy	X1	Oracle Ascension Coin
C9	Iron Shavings	P4	Hi-Elixir		
D1	Shattered Timepiece	P5	Antidote		

*Only available after you finish the game

SIDEQUEST

"Scraps of Mystery VIII" (see page 128)
This mystery map lies at the foot of shelves inside the large warehouse next to the Cauthess Rest Area. Head to the designated area to the west of the Disc to find the treasure on the side of a wrecked imperial aircraft. Make sure you have antidotes ready in case you are attacked by Voretooths.

SIDEQUEST

"The Professor's Protégé – Yellow Frogs" (see page 156)
You must have completed the first **The Professor's Protégé** sidequest to activate this mission (see page 50). Speak to Sania at the Cauthess Rest Area, on the upper floor of the house adjacent to the diner. Head to the specified area in the Kettier Highland to the east and look for yellow frogs around the pond (they're all inside the fenced area, often hiding in grass patches along the rocks facing the pond), then deliver them to Sania. The frogs croak when you get close, so consider reducing the music volume to locate them more easily.

TOUR

"The Chopping Block" (see page 145)
If you make camp at the Fallaughns Haven, to the southeast of Coernix Station – Cauthess, you will trigger this brief mission. Your task involves pressing ◎/Ⓑ repeatedly as prompted. The quicker you are, the more Ignis will praise you – but you get the same reward irrespective of your performance.

SIDEQUEST

"Scraps of Mystery IX" (see page 128)
This map is hidden at the Taelpar Rest Area, at the foot of a wall of the northernmost building. It points to a treasure to the east of this position, in Schier Heights, close to the dirt path that leads to the Daurell Caverns. Search at the base of a cliff just underneath the giant stone arch, to the right of a flat red rock and under the cover of a tree.

SIDEQUEST

"Swallowed by Shadows" (see page 146)
After you complete **A Rocky End**, Dave moves to the Taelpar Rest Area. Once you accept this new mission, inquire about it with the diner's tipster to learn the approximate position of the dog tag, then travel to the designated area to the southeast of the Cauthess Rest Area. The Twisted Dog Tag is found on the floor inside the storehouse; approaching it triggers a Voretooth ambush.



Taelpar Rest Area

01



The chapter opens immediately with the quest called **A Dubious Drive**. Follow Ardyn's car relatively closely, without tailgating, maintaining a distance of no more than 1,000 feet. The onscreen waypoint should make this an uneventful drive. Just be ready to turn whenever Ardyn does. The quest ends when you arrive at Coernix Station – Cauthess.

02



Enemy Analysis (see page 231)

NAME	NOTES
Dynoaevis	Weak to Daggers, Firearms, and Fire; resistant to Lightning and Light
Magitek Axeman	Weak to Polearms, Daggers, and Lightning; resistant to Ice
Imperial Sniper	Weak to Firearms, Shields, and Fire; resistant to Lightning
Imperial Spearman	Weak to Polearms, Daggers, and Ice; resistant to Lightning
Titan	No particular weaknesses or resistances

Sidequests

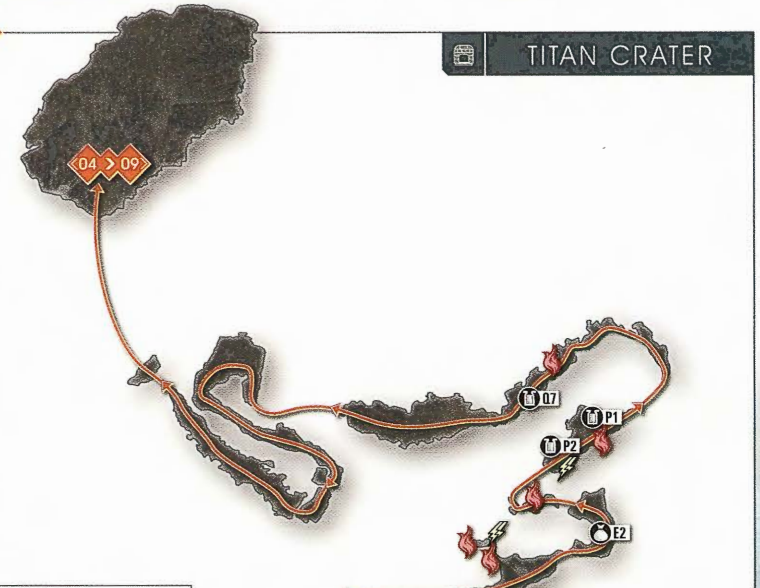
SIDEQUEST CHECKLIST

NAME	TYPE	PAGE
New to the Road	Broken car	122
The Jolly Joyrider	Broken car	122
Tomb of the Just	Royal Tomb	176
The Chopping Block	Tour	145
Scraps of Mystery VIII	Mystery map	128
Scraps of Mystery IX	Mystery map	128
Scraps of Mystery X	Mystery map	128
A Rocky End	Dave	146
Swallowed by Shadows	Dave	146
The Professor's Protégé – Yellow Frogs	Sania	156

The **Onward to the Disc** mission is triggered immediately and requires you to speak to Ardyn to continue. However, note that doing so will begin a linear sequence of main quest activities that will restrict your ability to explore freely and complete sidequests for a while. Once you are ready to proceed, follow Ardyn to the Disc of Cauthess – a simple drive during which you take a right at the first opportunity, then right again. Go through the gate once it's open and drive to the waypoint. The **Onward to the Disc** quest is then completed and replaced with **The Archaean**.

03

Leave the Regalia at the tunnel entrance, then follow the ravine until you reach the Tomb of the Mystic. During the cutscene that ensues, press ◎/Ⓑ repeatedly as prompted. Be mindful of the portions of terrain that are ablaze as you advance through the area: standing on them will rapidly deplete HP. This hazard and a few minor skirmishes aside, your progression will be straightforward. During the interactive conversation with Gladiolus, choosing *"Yeah"* or *"Sort of"* respectively rewards Noctis with the Riled status (increasing his strength by 50%) or the Roused status (increasing his vitality by 50%). We recommend the first option, as the bonus to Strength will help you finish off a resilient enemy soon. Simply follow the path shown on the map to the right and the occasional onscreen prompts. **The Archaean** is completed after you defeat the group of imperial troops at the end of the path; be ready to warp to the blue marker when Noctis falls.



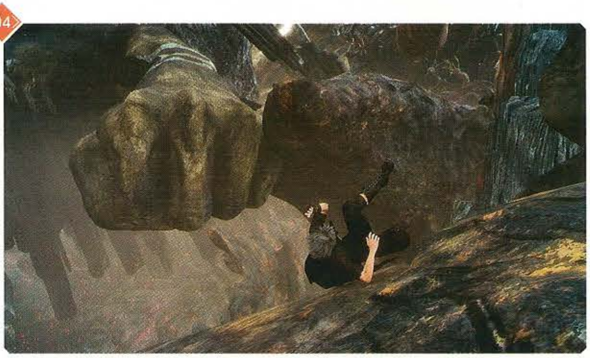
Legend

ICON	MEANING
E2	Sharp Tail Feathers
P1	Megalixir
P2	Mega Phoenix
P4	Hi-Elixir
07	Mega-Potion
S9	Blade of the Mystic

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04



The Trial of Titan, your new quest, is a spectacular boss battle against the Archaean himself. Parry and counter Titan's initial assaults (hold □/Ⓧ, then quickly tap ○/Ⓑ when the prompt appears onscreen). During the sequence where you have to run up a slope, watch to your left (manually adjust the camera) and block with □/Ⓧ before Titan attempts to land a blow. If you struggle with this, hold the button at all times while you walk up the hill. Once at the top, approach Gladiolus and he will hurl you up to the next level. Sprint away from Titan and point-warp immediately when you spot a blue marker in the distance.

05



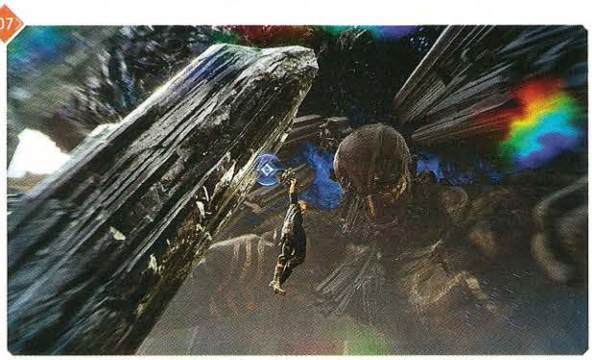
Once the real battle begins, your absolute priority is to guard against Titan's attacks – though, thankfully, these are usually clearly telegraphed. When a successful block is followed by an onscreen prompt inviting you to counterattack, be quick to press ○/Ⓑ.

06



Each successful parry will provide you an opportunity to attack Titan's arm with impunity until he moves it. Aim to inflict maximum damage. Titan has no particular weaknesses or resistances, so simply use your most powerful weapon.

07



There are multiple blue marker positions that offer point-warp opportunities during the battle. These can be useful if you need to refill your MP, or to inflict damage with a warp-strike from long distance. Greatswords offer the best rewards for such attacks.

08



As the battle unfolds, imperial forces will also assault Titan. Though they focus on the Archaean, you are free to take them down if you wish. This does not have any bearing on the progress of your fight with your primary foe, but it will enable you to rack up bonus EXP if you are powerful enough to eliminate them quickly and efficiently.

09



As the battle reaches its climax, you will be challenged to inflict heavy damage to Titan within a limited time window. Use your most powerful moves (such as Armiger – L1 + R1/LB + RB with a full Armiger gauge) and relentless combos when out of other options to hit the threshold. The conclusion of this battle marks the end of Chapter 04.



HUNT

Coernix Station – Alstor: "Untamed Wild Horses" (see page 136)
If you have reached Hunter Rank 3 (see page 135), you can encounter these Spiracorns during the daytime only. They are very weak to Swords, Shields, and Fire.

SIDEQUEST

"A Feathery Feast" (see page 168)
After completing **Bird on the Brink**, speak to Wiz to begin this quest. This time you need to find a specific ingredient to the west of the Cauthess Rest Area, close to Fallaughns Haven. Pick it up and deliver it to Wiz. Completing this quest unlocks the Fat Chocobo Triple-Decker at Wiz's restaurant: eating this dish will add the Stacked Ham Sandwich to Ignis's cooking repertoire, enabling you to increase the amount of EXP you obtain.

SIDEQUEST

"Vegging Out"
(see page 163)
After completing **Wild about Onions,** speak to Furloch again. He needs you to harvest an aromatic root from a farm located to the south of the Cauthess Rest Area.

Legend

ICON	MEANING
A1	Electrolytic Condenser
A9	Great Garula Tusk
A11	Slimy Oil
B1	Chrome Bit
B2	Behemoth Horn
B4	Earth Gemstone
B5	Ancient Dragon Tooth
B6	Mythril Shaft
B8	Gralean Medal of Distinction
B9	Laser Sensor
F3	Catoblepas Fang
G4	Fencer's Anklet
G7	Iron Bangle
G8	Amethyst Bracelet
H2	Bulletproof Suit
J6	Chobham Armor
K3	Black Choker*
L8	Insulated Inners
L9	Champion's Anklet*
P1	Megalixir
P2	Mega Phoenix
P3	Remedy
P4	Hi-Elixir
Q1	Phoenix Down
Q7	Mega-Potion
S3	Calamity
S5	Power Shield
T2	Hardedge
T3	Assassin's Daggers
U8	Dominator*
Q1	Dragoon Lance*
X1	Oracle Ascension Coin
	Whitestone Ore (17%), Blackstone Ore (17%), Redstone Ore(17%), Bluestone Ore (17%), Greenstone Ore (16%), Yellowstone Ore (16%)
	Silver Shard (40%), Gold Shard (35%), Prismatic Shard (25%)

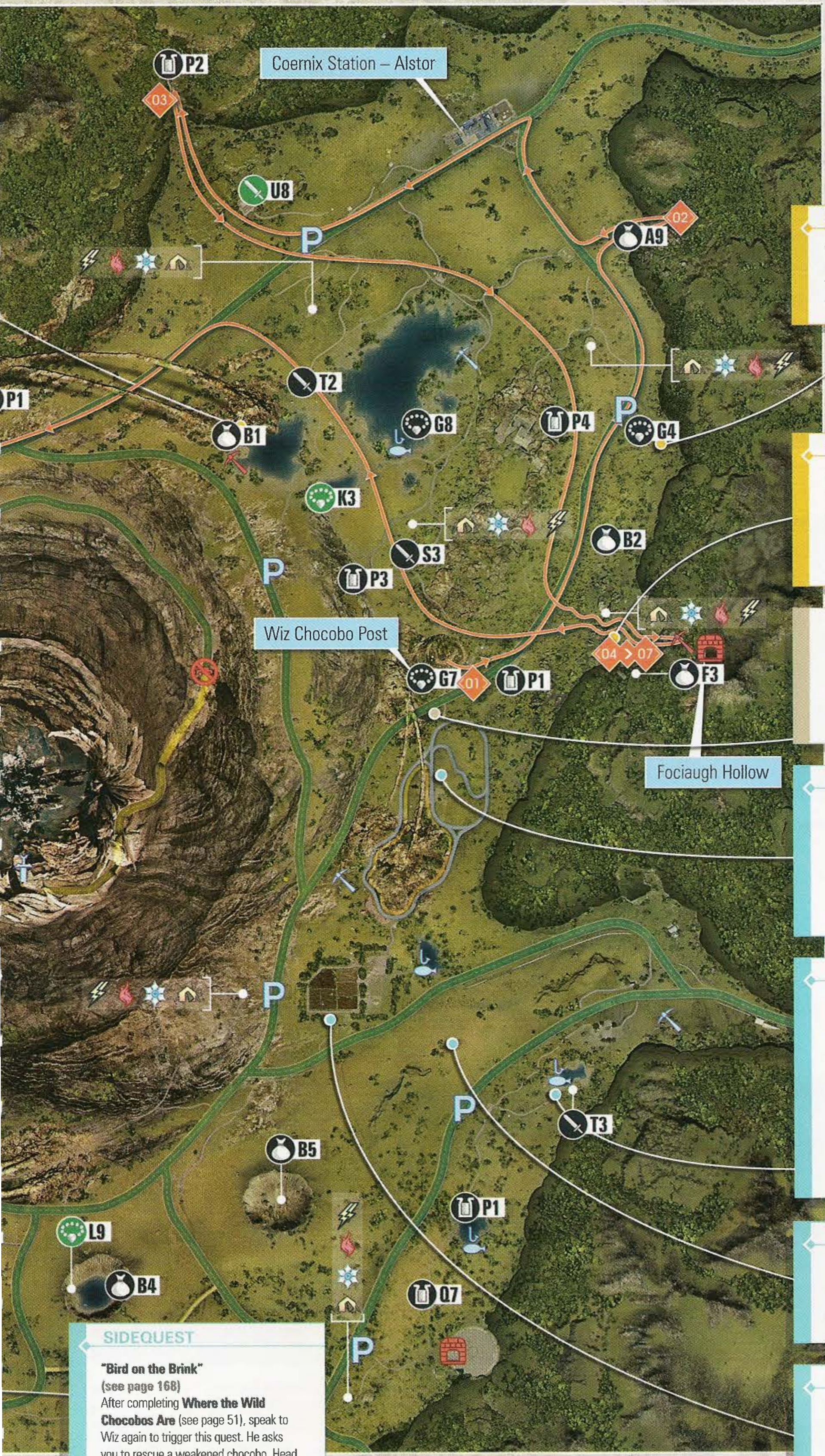
*Only available after you finish the game

Walkthrough Summary

(See Overleaf For Details)

STEP	QUEST	DESCRIPTION
01 – 03	**The Hexatheon's Blessing**	Speak to Umbra and follow him. Touch the first two runestones.
04 – 07	**The Trial of Ramuh**	Explore Fociaugh Hollow and touch the third runestone.
08 – 15	**Engaging the Empire**	Make camp at Sothmocke Haven, then infiltrate Aracheole Stronghold to retrieve the Regalia.

DUSCAE: EAST REGION | CHAPTER 05



HUNT

Wiz Chocobo Post: "Exorcism of the Nebulawood" **(see page 136)**
These Mindflayers roam at night only. They are very weak to Polearms, Daggers, Lightning, and Light.

HUNT

Wiz Chocobo Post:
"Thunder in Them Thar Hills" **(see page 136)**
You need a Hunter Rank of Level 2 to be able to accept this hunt (see page 135). These Thunder Bombs are only available at night. They are weak to Swords, Daggers, and Light.

Chocobo Races
If you have won the initial batch of races, or should you complete them now, you will find three new events to compete in by speaking to the man in the small wooden cabin just south of Wiz Chocobo Post. See page 166 for more details.

SIDEQUEST

"Scraps of Mystery VII" **(see page 129)**
This map is hidden in the middle of the chocobo racing area. You will find it in front of one of the buildings with a round, yellow roof, beneath the steps leading to the building's door. Head to the designated area near Fociaugh Hollow to find the treasure in a small dead-end, close to a pair of large square-shaped rock pillars.

SIDEQUEST

"A Stone-Studded Stunner" **(see page 153)**
After speaking to Dino at Galdin Quay to activate this quest (which you hopefully did earlier during your previous visit to the resort), head to the waypoint at Malacchi Pond. You need to locate and collect three Heliodor Stones in the designated zone (note that you can also find a fishing spot and some interesting items in the area) and then take them back to the jeweler (which is only possible at the end of the chapter, once imperial blockades have been lifted). Before you leave Galdin Quay, accept Dino's next assignment – this will save you a long trip at a later date.

SIDEQUEST

"A Hurting Heart" **(see page 117)**
An ailing hunter lies between rocks directly to the south of the chocobo racing courses, between the two parallel highways. Give him a potion to save him.

SIDEQUEST

"Wild about Onions" **(see page 163)**
After completing **On the Hunt for a Harvest** (see page 55) return to Furloch, the Lestallum merchant. He asks you to harvest a bulbous onion from a farm to the south of Wiz Chocobo Post. Once you have it, deliver it to Furloch to complete the assignment.

SIDEQUEST

"Bird on the Brink"
(see page 168)
After completing **Where the Wild Chocobos Are** (see page 51), speak to Wiz again to trigger this quest. He asks you to rescue a weakened chocobo. Head to the specified area to the south of the Cauthess Rest Area and heal the bird with a potion before you report to Wiz.

Enemy Analysis (see page 231)

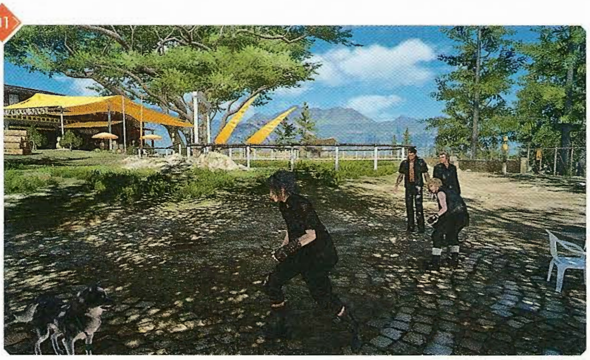
NAME	NOTES
Garula	Weak to Greatswords, Firearms, and Fire; resistant to Ice and Light
Garulet	Weak to Greatswords, Firearms, and Fire; resistant to Ice and Light
Garulessa	Weak to Greatswords, Machinery, and Fire; resistant to Ice and Light
Spiracorn	Weak to Swords, Shields, and Fire; resistant to Ice and Light
Voretooth	Weak to Polearms, Shields, and Ice; resistant to Fire and Light
Imp	Weak to Daggers, Firearms, Ice, and Light; resistant to Fire
Thunder Bomb	Weak to Swords, Daggers, and Light
Hobgoblin	Weak to Greatswords, Machinery, Fire, and Light; resistant to Lightning
Mindflayer	Weak to Polearms, Daggers, Lightning, and Light; resistant to Ice
Naga	Weak to Greatswords, Daggers, Ice, and Light; resistant to Fire

Sidequests

SIDEQUEST CHECKLIST

NAME	TYPE	PAGE
Bird on the Brink	Wiz	168
A Feathery Feast	Wiz	168
A Hurting Heart	Rescue	117
A Stone-Studded Stunner	Dino	153
Vs. Ignis	Chocobo Race	166
Full Field	Chocobo Race	166
Chocobo Hoops: Rocky Road	Chocobo Race	166
Scraps of Mystery VII	Mystery map	129
Untamed Wild Horses	Hunt	136
Thunder in Them Thar Hills	Hunt	136
Exorcism of the Nebulawood	Hunt	136
Wild about Onions	Lestallum merchant	163
Vegging Out	Lestallum merchant	163

01



Interact with Umbra to begin **The Hexatheon's Blessing**, then follow the dog until a cutscene begins.

02



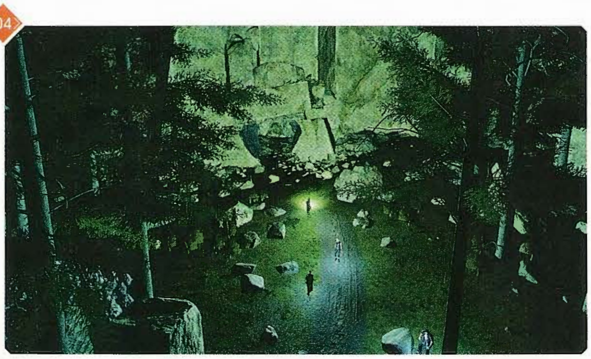
The opening objective is to touch the first runestone a long walk northeast of your current position. Going on foot is certainly an option, but you are strongly advised to rent chocobos (only available if you have completed the corresponding sidequest – see page 136) to greatly reduce travel time. To reach the runestone, go to the end of the path shown on this picture. Interact with it to trigger a cutscene.

03



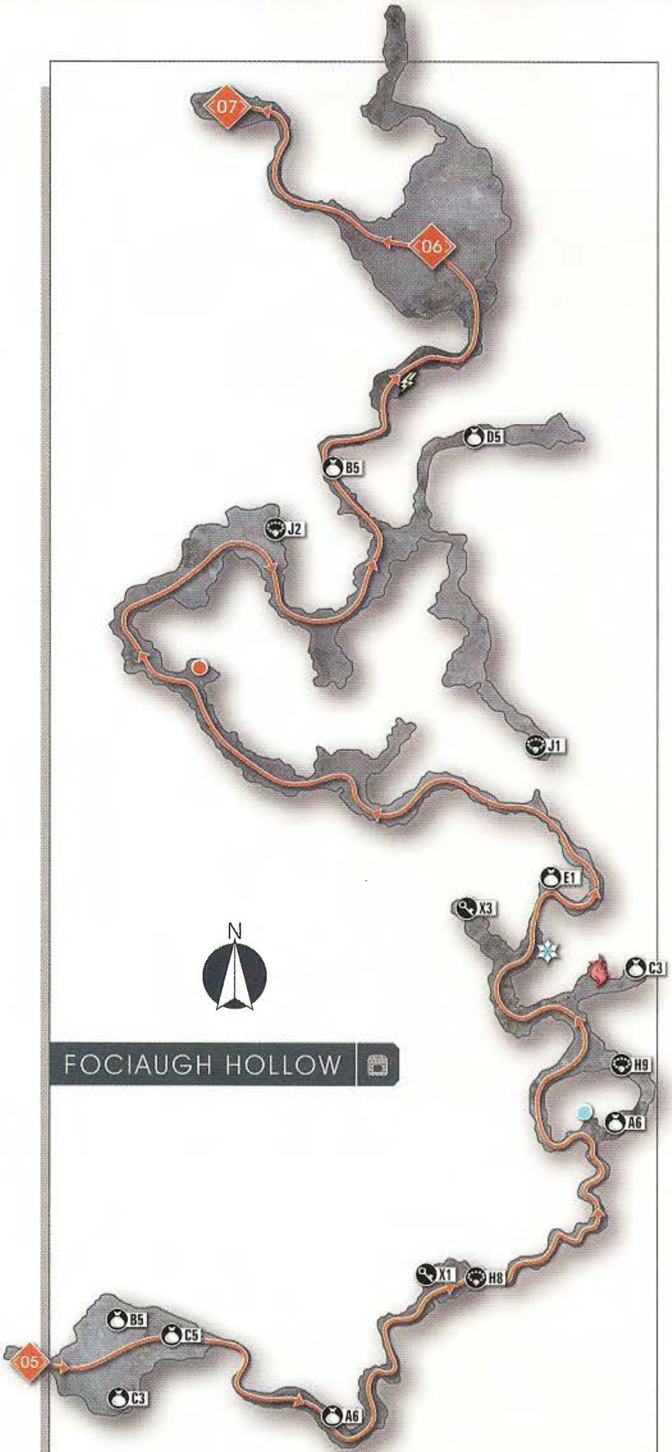
The second runestone awaits to the west, on the other side of Coernix Station – Alstor. You will find it at the end of the passage shown here, guarded by a dangerous Griffon. This is a fearsome enemy, which you will most likely need to avoid at this point of the adventure: simply sprint straight to your objective to complete **The Hexatheon's Blessing.**

04



Your new quest, **The Trial of Ramuh,** leads you to Fociaugh Hollow, far to the southeast; head through Alstor Slough and follow the path that leads south to the Chocobo Post to cut through the hills. Finding the third and final runestone involves negotiating a difficult dungeon, so make sure you are well prepared before you enter. If you plan to pick up supplies or complete any sidequests within easy traveling distance, do so before you set out for the waypoint. You pass the Chocobo Post and Killiam Haven on the way, so you should have access to all the amenities you might need.

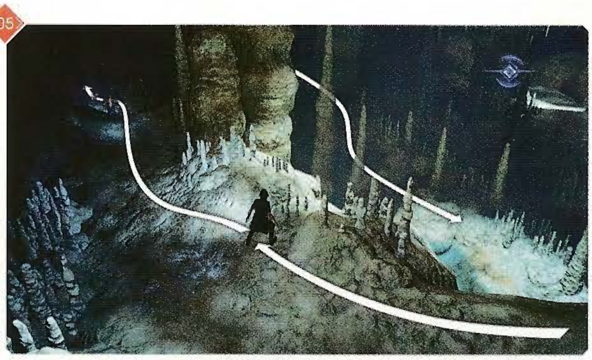
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Legend

ICON	MEANING	ICON	MEANING
A6	Fossil Wood	H9	Thieves' Way
B5	Ancient Dragon Tooth	J1	Blue Choker
C3	Rusted Bit	J2	Titanium Bangle
C5	Fossil Shell	X1	Oracle Ascension Coin
D5	Debased Banknote	X3	Magic Flask
E1	Ammonite Fossil	(blue dot)	Iron Bangle (25%), Amethyst Bracelet (25%),Fossil Wood (50%)
H8	Oracle Card	(red dot)	Elixir (25%), Phoenix Down (25%), Potion (50%)

05



The first part of the dungeon is mostly linear, with occasional branching paths leading to dead-ends. The lack of light can make navigation a little confusing on occasion, so refer to our map to make sure you do not get lost. You will regularly need to go through narrow or low passages: press ⊗/Ⓐ when the corresponding prompt appears. When you reach the large cavern after Prompto's disappearance, you can either follow the path or point-warp to any blue marker to reach your enemies immediately. Once the dust settles, resume your march to the third runestone.

06



You will encounter a Naga in the final large chamber – a powerful and nimble opponent. The best strategy is to exploit her weakness to Greatswords, Daggers, Ice, and Light (avoiding all Fire-imbued assaults, which she resists). Try to equip your entire party with gear that falls into one of these categories for optimal results. A powerful Firearm can also prove handy here, offering the luxury of being able to engage from mid-range, in a position where you can defend more easily. Your opponent is unusually swift, so be prompt to press and hold ⊡/⊗ whenever you are in close proximity. If you are turned into a toad, quickly consume a Maiden's Kiss (hopefully you purchased a few of these while visiting Lestallum, as we suggest on page 55) to cure the ailment. Area-of-effect blows or techniques (such as charged attacks with Greatswords) can work very well here as they may hit multiple appendages simultaneously. If the monster summons water pillars from the ground, stay on the defensive until the barrage ends.

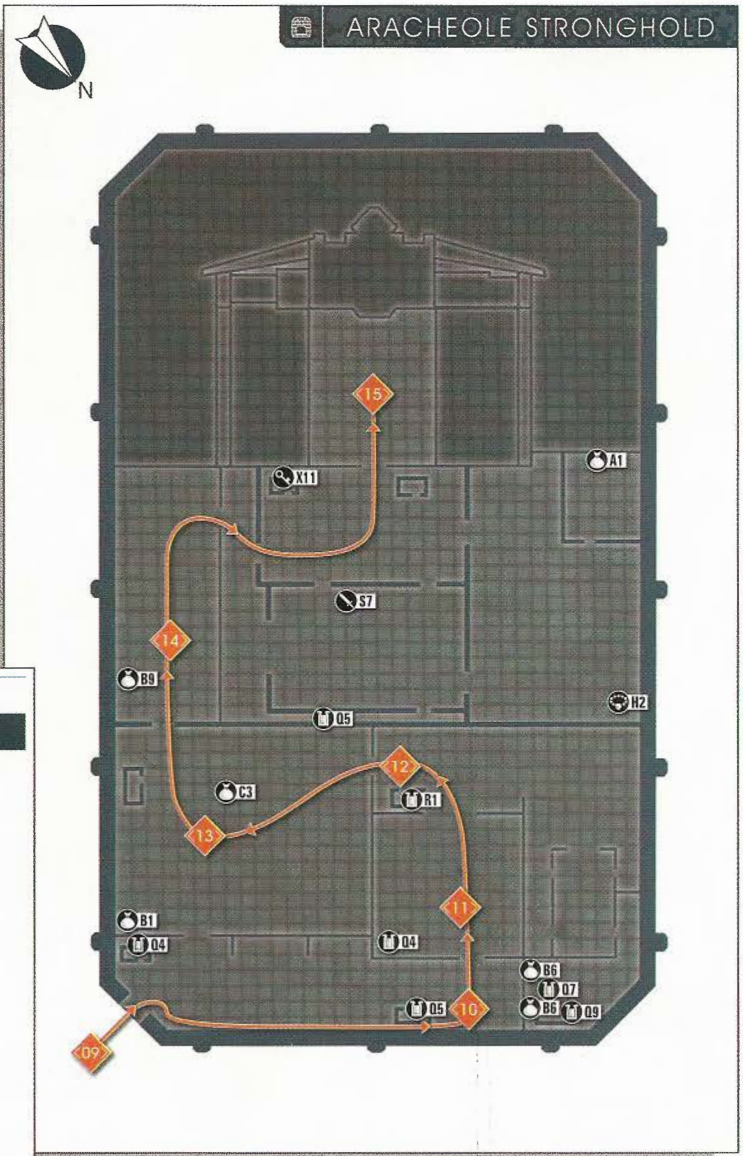
07



Once the creature falls, you can finally touch the third runestone and exit the cavern to complete **The Trial of Ramuh**.

Enemy Analysis (see page 231)

NAME	NOTES
Garula	Weak to Greatswords, Firearms, and Fire; resistant to Ice and Light
Garulet	Weak to Greatswords, Firearms, and Fire; resistant to Ice and Light
Garulessa	Weak to Greatswords, Machinery, and Fire; resistant to Ice and Light
Spiracorn	Weak to Swords, Shields, and Fire; resistant to Ice and Light
Voretooth	Weak to Polearms, Shields, and Ice; resistant to Fire and Light
Battery Soldier	Weak to Firearms, Shields, and Fire; resistant to Lightning
Imperial Trooper	Weak to Firearms, Shields, and Fire; resistant to Lightning
MA-X Maniple	Weak to Shields and Machinery; immune to Light
Imperial Sniper	Weak to Firearms, Shields, and Fire; resistant to Lightning
MA-Veles	Weak to Greatswords, Daggers, and Lightning; resistant to Fire; immune to Light
Magitek Swordsman	Weak to Polearms, Daggers, and Lightning; resistant to Fire



Legend*

ICON	MEANING
A1	Electrolytic Condenser
B1	Chrome Bit
B6	Mythril Shaft
B9	Laser Sensor
C3	Rusted Bit
H2	Bulletproof Suit
04	Muscle Stimulant
05	Reflex Enhancer
07	Mega-Potion
09	Superior Restorative
R1	Magitek Booster
S7	Gravity Well
X11	Warped Wings

* Wait until you complete walkthrough entry 13 before you begin your hunt for collectibles, as this removes the time constraints that exist at the start of the mission.

08



The **Engaging the Empire** mission begins as you leave the Fociaugh Hollow cave. Your task is to recover the Regalia from the Aracheole Stronghold – a base located far to the west of your current position. Calling your chocobo is a must, as it's a long and weary journey by foot. After the party has conferred at the first waypoint, head to the nearby Sothmocke Haven to make camp.

09



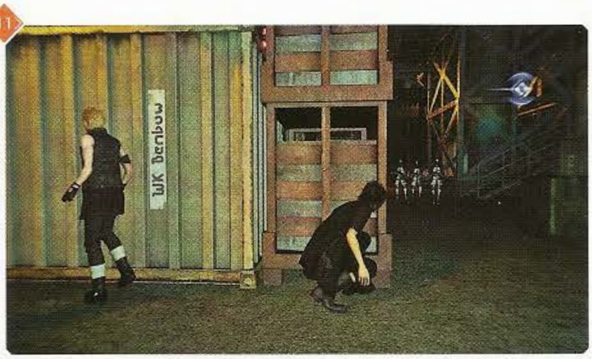
Your goal is to retrieve the Regalia from the imperial base, and you must do so before dawn. It is important to avoid being seen during the infiltration phase so proceed cautiously, using cover points whenever possible. You will need to defeat the local forces in your current area if detected. Your mini-map is a useful tool here: even if you can't directly see an enemy, the red dots that represent them enable you to monitor their whereabouts with a measure of precision. For the opening section, outside the base, simply follow Ignis's instructions: you can easily take down the first two guards with warp-kills while their backs are turned.

10



Once inside the base follow Ignis's lead, sticking to the shadows and taking cover whenever imperial troops are in the vicinity. When you reach the position shown here, warp-kill the closest guard while no one is looking, then do the same with his companions. The coast is now clear for you to approach the nearby laser barrier and disable it with the switch to the left.

11



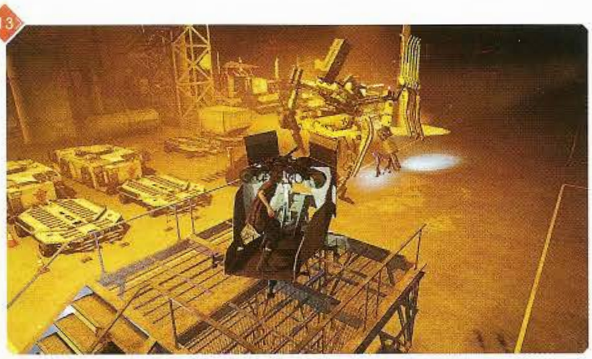
Beyond the barrier you will encounter another group of sentries. You need to warp-kill all of them, which is most easily achieved by point-warping to the elevated walkways above them, as shown here. From your perch, wait until they split and cannot see each other to take action. Alternatively, you can wait at your starting position until they turn to your left, and then strike them from behind, one after the other. Two additional guards should arrive shortly afterwards: eliminate them quietly in the same fashion.

12



You can now disable the next laser barrier and head straight to the Regalia on the other side.

13



To destroy the MA-X Maniple and the troops supporting it, use the turret shown during the cutscene: approach it and press ⊗/Ⓐ to take the controls. Aim with Ⓡ, zoom in with L2/LT and fire with R2/RT.

14



Once the MA-X Maniple is down, head to the next laser barrier in sight and disable it, then brace yourself for another battle. There is another turret available here (see screenshot), vastly simplifying the process of destroying the MA-Veles bipedal tank. On your way toward the generator, you will notice a large warehouse: you can find the Gravity Well Machinery inside, though collecting it is only possible after eliminating multiple MA-Veles bipedal tanks. This task is eminently achievable with an advanced party and a powerful Greatsword equipped, but it is entirely optional as you can also revisit the base later to pick up the weapon.

15



The generator you need to destroy is now close, but you will need to clear the area before you can reach it. Feel free to use the local turret as before, but you will soon be overwhelmed by enemy forces. When one of your allies falls, an onscreen prompt will offer the opportunity to summon Ramuh: do so immediately by holding L2/LT. Once all imperial forces have been defeated, retrieve the Regalia. To complete Chapter 05, return to Iris at Lestallum.

CHAPTER 06 | CLEIGNE: SOUTH REGION



SIDEQUEST

"Aftermath of the Astral War" **(see page 160)**

If you have completed Vyv's previous quest (**An Eye for Islands**: see page 161), speak to him again at his usual spot in Lestallum, close to the lookout. This time he needs two shots of Taelpar Crag: one from the tower close to the northeast corner of Tollhends Stronghold, and one from the bridge to the east of Old Lestallum. Once you have both pictures, return to Vyv.

SIDEQUEST

"Tails Spin" **(see page 162)**

After completing **Ace of Carapace** (see page 162), speak to Lestallum's Arms Vendor again. This time he needs you to slay some Spiracorns on a beach of the Maidenwater region. Once they're all dead, deliver the required item to the Arms Vendor.

TOUR

"A Flower for Iris" **(see page 144)**

If you make camp at the Lambath Haven, on the road to the Rock of Ravatogh, Gladio will ask if you can help him find a flower in the morning. Look for it in the northwest part of the designated area. When you reach a cliff, Gladio will boost you up to the area where the flower awaits.

SIDEQUEST

"Sting Your Praises" **(see page 162)**

For his final mission, on completion of **Tails Spin**, Lestallum's Arms Vendor asks you to bring him a Saphyrtail stinger. Head to the specified area, to the north of the road that leads to the Rock of Ravatogh, and eliminate the beasts before delivering the necessary item drop back to your client.

SIDEQUEST

"Scraps of Mystery XIV" **(see page 130)**

You will find this map inside a car wreck close to Fort Vaullerey's southwest corner. It leads to a treasure hidden in a dead end in the Glacial Grotto dungeon.

TOUR

"Strike a Pose!" **(see page 145)**

Make camp at Spelcray Haven and Prompto will enlist you for a morning task. Head to the specified photo spot on the nearby pier, and strike a pose each time Prompto is ready to take a picture.



Assorted Sidequests

Reaching Cape Caem unlocks a large batch of new sidequests throughout all three regions of Lucis. If you are in the mood, consider touring the continent to complete as many of these as you can – the boost to your party's stats will be significant. The table below details the new activities on offer, with page references to our Sidequests chapter where you will find detailed guidance.

NAME	TYPE	REGION	PAGE
Cool Callatein Mist	Hunt	Cleigne (Lestallum)	136
To Catch a Frog	Hunt	Cleigne (Lestallum)	136
To Sting in Anger	Hunt	Cleigne (Lestallum)	136
Help Needed in EXINERIS	Hunt	Cleigne (Lestallum)	136
Avenge the Anglers	Hunt	Cleigne (Lestallum)	136
Voltage Fluctuation	Hunt	Cleigne (Meldacio Hunter HQ)	138
Car-mic Retribution	Broken car	Leide	120
Waiting for Help	Broken car	Leide	120
I'm Late!	Broken car	Duscae	122
Shoulda Been Serviced	Broken car	Duscae	122
That Brand-New Car Smell	Broken car	Duscae	123
Vehicle Vexation	Broken car	Cleigne	125
My Beloved Chariot	Broken car	Cleigne	124
Big Head Behind the Wheel	Broken car	Cleigne	125
A Driver in Despair	Broken car	Cleigne	124
Oh My Grease-Monkey Goddess!	Broken car	Cleigne	125
Wracked with Anxiety	Rescue	Duscae	116
The Faint of Heart	Rescue	Duscae	117
Scared and Lonely	Rescue	Cleigne	119
Where Art Thou, My Love?	Rescue	Cleigne	118
A Little Slip-Up	Rescue	Cleigne	119
Various Photo Ops	Photo Op	Leide, Duscae, Cleigne	132

Tomb of the Tall (see page 176)
Though you can visit this Royal Tomb earlier in the adventure, doing so while you complete Vyv's **Of Gods and Kings** quest is advisable to limit wasted journeys. The Sword of the Tall that it is supposed to contain is missing, however. It has been stolen and can only be retrieved by defeating the guardian of Costlemark Tower – one of the most difficult dungeons in the game (see page 186).

SIDEQUEST

"Of Gods and Kings" (see page 161)
After completing **Aftermath of the Astral War**, talk to Vyv again. Head to the designated area in the southeast section of Duscae and photograph the gate of the Royal Tomb, then the tomb itself. You can then report back to Vyv.

Walkthrough Summary

(See Overleaf For Details)

STEP	QUEST	DESCRIPTION
01	**All Set to Set Sail**	Drive to Old Lestallum.
02 – 06	**Imperial Infiltration**	Infiltrate Fort Vaullerey and clear it of imperial forces. Talk to your allies once at Cape Caem.

Legend

* Only available after you finish the game
** Available from Chapter 08

ICON	MEANING	ICON	MEANING	ICON	MEANING
A1	Electrolytic Condenser	D5	Debased Banknote	H4	Silver Bangle
A11	Slimy Oil	E3	Imperial Medal of Honor	H6	Warm Inners
B1	Chrome Bit	E5	Hydraulic Cylinder	i2	Ice Crest*
B4	Earth Gemstone	E7	Dynamo	J6	Chobham Armor
B5	Ancient Dragon Tooth	E8	Beetle Shell	J6	Chobham Armor*
B6	Mythril Shaft	F4	Thunderoc Feather	K3	Black Choker*
B8	Gralean Medal of Distinction	F9	Splendid Building Stone	L8	Insulated Inners
B9	Laser Sensor	G3	Bronze Bangle	L9	Champion's Anklet*
C1	Strong Whiskers	G7	Iron Bangle	P1	Megalixir
C3	Rusted Bit	G8	Amethyst Bracelet	P2	Mega Phoenix
C7	Tiny Feather	G9	Carbon Bangle	P3	Remedy
C8	Debased Silverpiece	H1	Talisman	P4	Hi-Elixir
C9	Iron Shavings	H2	Bulletproof Suit	P5	Antidote
D1	Shattered Timepiece	H5	Fire Crest	P7	Elixir
D4	Glass Gemstone	H3	Moon Pendant	P8	Hi-Potion

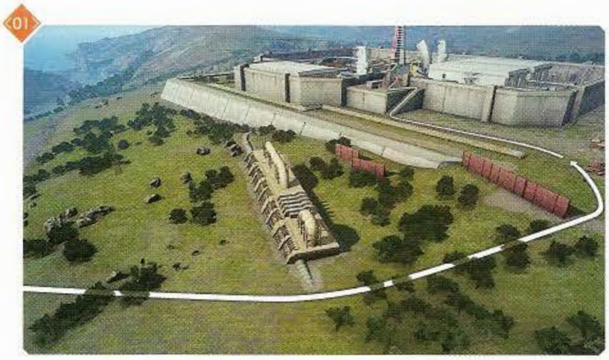
ICON	MEANING	ICON	MEANING	ICON	MEANING
P9	Maiden's Kiss	T2	Hardedge	V7	Lucian King's Crest**
Q1	Phoenix Down	T3	Assassin's Daggers	V8	Regalia Crest
Q3	Gold Needle	U8	Dominator*	W8	Crownsguard
Q7	Mega-Potion	U9	Hyper Magnum*	X1	Oracle Ascension Coin
S3	Calamity	Ω1	Dragoon Lance*	X3	Magic Flask
S5	Power Shield	Ω3	Delta Daggers		

Whiskers: Crystal (50%), Needle 1,000: Metallicactuar (50%)

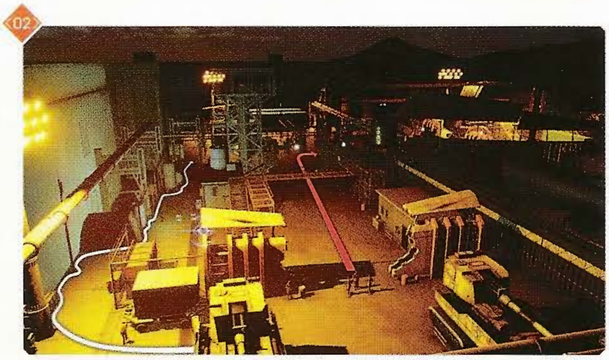
Duscae: Whitestone Ore (17%), Blackstone Ore (17%), Redstone Ore(17%), Bluestone Ore (17%), Greenstone Ore (16%), Yellowstone Ore (16%)
Cleigne: Bluestone Crystal (17%), Greenstone Crystal (17%), Yellowstone Crystal (17%), Whitestone Crystal (17%), Blackstone Crystal (16%), Redstone Crystal (16%)

Duscae: Silver Shard (40%), Gold Shard (35%), Prismatic Shard (25%)
Cleigne: Silver Ore (40%), Gold Ore (35%), Prismatic Ore (25%)

STEP-BY-STEP WALKTHROUGH



The chapter begins with the **All Set to Set Sail** quest. Head to the waypoint to speak with Iris and initiate a long car ride. The **Imperial Infiltration** mission is triggered on the way. From Old Lestallum, head to the waypoint in Fort Vaullerey.



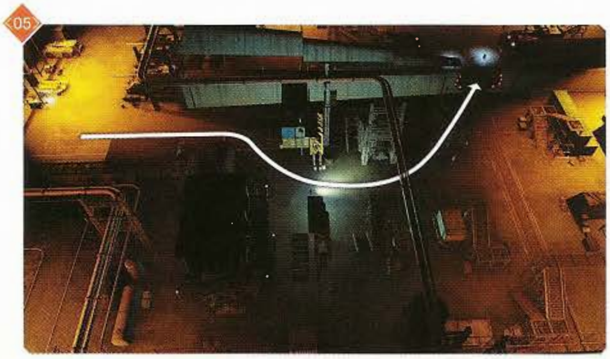
Once inside the base, tail the commander – Caligo – from a safe distance, remaining behind cover.



As soon as the opportunity arises, begin performing warp-kills to clear the area of potential witnesses, then use point-warp to follow Caligo via the raised walkways.



Point-warp to the elevated walkway behind the gate where the bodyguards are now stationed. Isolated, the commander is easy prey to subdue with the same command as for a warp-kill.



You can now join your allies to the northeast, with a number of imperial forces to defeat on the way. If there is any danger that you might be overwhelmed, simply run straight to the waypoint to trigger a cutscene; you should note, however, that you are only a short detour away from the unique Noiseblaster machinery weapon. Defeating the MA-X Maniple should pose little problem at this stage (particularly if you attack it with close-range charged Machinery blasts from behind) and completes the **Imperial Infiltration** mission. Once it's down, operate the generator to destroy it, and brace yourself for this chapter's real boss battle (see the page to your right).



After you defeat Aranea, you are automatically sent back to Old Lestallum. Jump into the Regalia and resume your journey to Cape Caem with Iris, which will be punctuated by a few optional stops. Once at your destination, follow the onscreen instructions and talk to a handful of friends (Cindy, Talcott, and Iris) to complete the chapter. The consequences of your choice during the interactive conversation with Gladiolus are as follows:

- ***"Wish him well"*** ➡ Reward: 600 EXP for the whole party
- ***"Hold him back"*** ➡ Reward: 2 AP
- ***"Ask my friends"*** ➡ Reward: 1,500 EXP for Ignis alone

Aranea



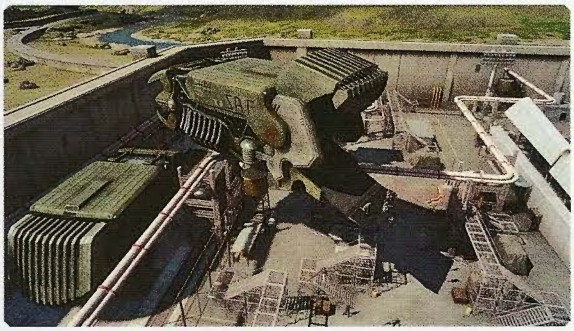
Aranea is an incredibly swift and elusive fighter. At melee range she will often evade your blows with disconcerting ease as she subjects your party to a pitiless onslaught. In such scenarios, it makes sense to stay on the defensive: phase through her combos, countering only when you identify a clear opening (for example, if she targets one of your allies).



Aranea's signature move is the Highwind, a "jump" attack that Final Fantasy fans will fondly recall as being the defining technique of the recurring Dragoon character class. It's not an ability that you will overlook: she leaps high in the air and then dives back down at high speed to inflict massive damage.



Aranea's Highwind move is a curse if you do not react in time, but a blessing if you can successfully defend and then parry the technique: her most potent assault is also her primary weakness. Hold □/Ⓧ when the onscreen prompt appears while Aranea is high in the air, then press ○/Ⓑ immediately on arrival of the second prompt. Not only will you avoid all damage, you'll also execute a powerful counter that temporarily stuns Aranea. This is your chance to unleash your most powerful attacks to make a meaningful impression on her HP gauge.



Support troops are dropped into the battle at regular intervals. Eliminate them immediately; this is not a battle where you can readily afford to suffer the distraction of additional foes without consequence.

Note: Most collectibles in the base are only available on a return visit, which you are free to undertake once the party reconvenes in Old Lestallum after the mission ends. See page 190 for a map of Fort Vaullerey.

Enemy Analysis (see page 231)

NAME	NOTES
Spiracorn	Weak to Swords, Shields, and Fire; resistant to Ice and Light
Havocfang	Weak to Greatswords, Daggers, and Ice; resistant to Fire and Light
Battery Soldier	Weak to Firearms, Shields, and Fire; resistant to Lightning
Imperial Trooper	Weak to Firearms, Shields, and Fire; resistant to Lightning
MA-X Maniple	Weak to Shields and Machinery; immune to Light
Aranea	Immune to Light

Sidequests

SIDEQUEST CHECKLIST

NAME	TYPE	PAGE
A Flower for Iris	Tour	144
Strike a Pose!	Tour	145
Aftermath of the Astral War	Vyv	160
Of Gods and Kings	Vyv	161
Tomb of the Tall	Royal Tomb	176
Scraps of Mystery XIV	Mystery map	130
Tails Spin	Lestallum merchant	162
Sting Your Praises	Lestallum merchant	162





Shopping Opportunity
One of Aranea's men offers a variety of weapons for sale just outside the Steyliff Grove dungeon entrance. The Ice Brand and Ice Spear are of particular interest, as several creatures in the dungeon (including its boss) are vulnerable to this element. If you have the money to spare, buy all available weapons to increase your tactical options.

Tomb of the Rogue (see page 176)
If you clear the Myrlwood dungeon, you will find a Royal Tomb at the end. The Star of the Rogue awaits inside, expanding your collection of Royal Arms.

PHOTO OP

Lakefront (see page 132)
Prompto spots an opportunity for a photo in the area of the Vesperpool.

The Myrlwood (see page 188)
You can now access this forest dungeon, which is conveniently close to your main objective in the region. If you have been completing many sidequests and leveling up steadily, you should be strong enough to face its dangers, including its final guardian – even without Gladiolus. If you struggle to defeat the first monsters you encounter in this jungle, however, backtrack and come back later with a more developed party.

SIDEQUEST

"The Ever Valorous Regalia" (see page 154)
If you have previously completed **The Ever Gleaming Regalia** (see page 46) and accepted Cindy's new mission, head to the specified area and collect the component that lies by the dirt road, close to a car wreck. Return it to Cindy at the next opportunity, then install it via her customize menu to upgrade the Regalia. This welcome upgrade increases the car's top speed, reducing travel time between destinations.



CLEIGNE: THE VESPERPOOL REGION | CHAPTER 07

Walkthrough Summary

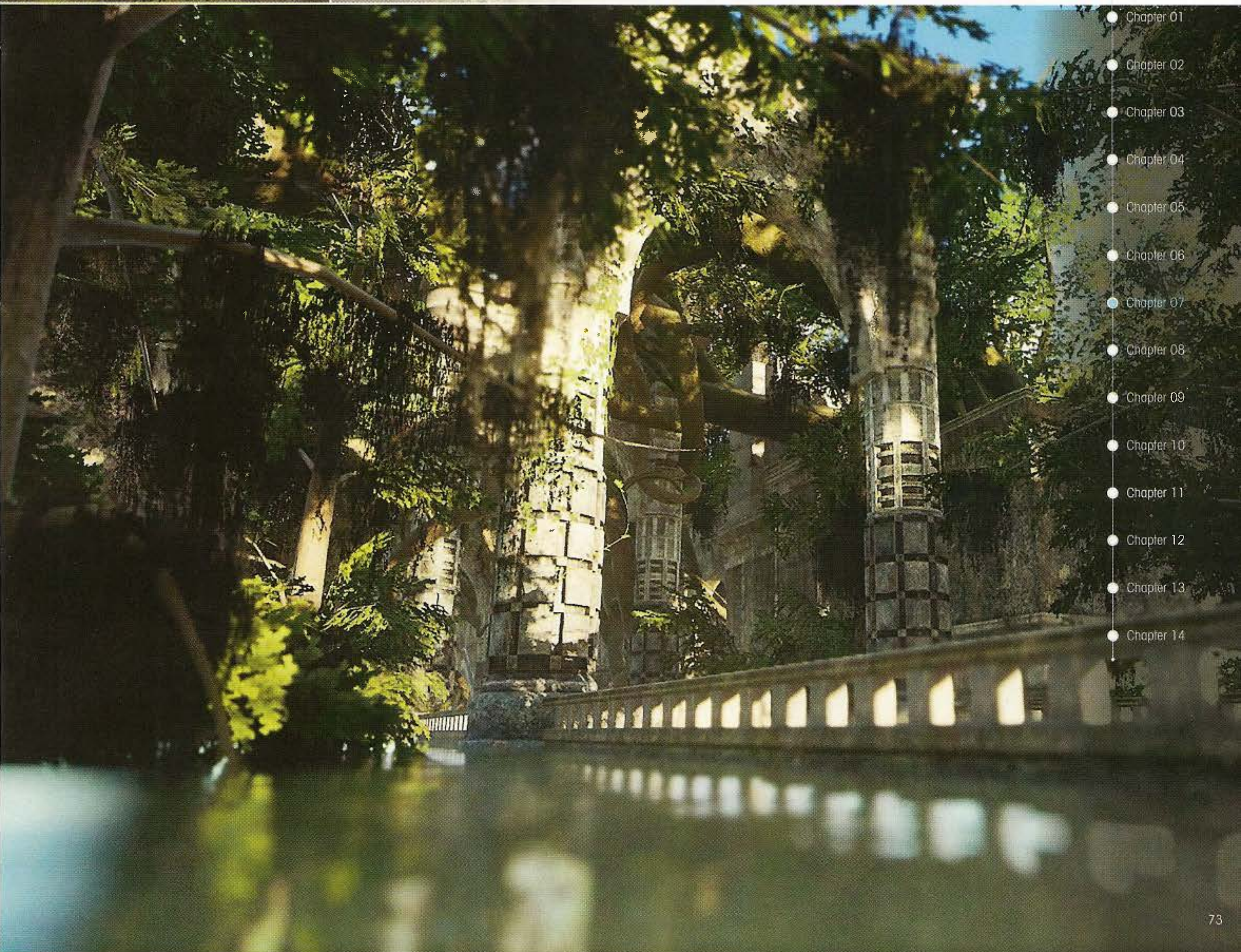
(See Overleaf For Details)

STEP	QUEST	DESCRIPTION
01 – 09	**Party of Three**	Head to Steyliff Grove. Make your way to the end of the dungeon and retrieve the Mythril. Once back outside, speak to Aranea.

Legend

*Only available after you finish the game

ICON	MEANING	ICON	MEANING
D4	Glass Gemstone	J6	Chobham Armor
F6	Fine Tail Feathers	J9	Circlet*
F7	Platinum Ingot	Q6	Ether
F8	Cactuar Needle	T3	Assassin's Daggers
(pickaxe)	Bluestone Crystal (17%), Greenstone Crystal (17%), Yellowstone Crystal (17%), Whitestone Crystal (17%), Blackstone Crystal (16%), Redstone Crystal (16%)		
(red pickaxe)	Silver Ore (40%), Gold Ore (35%), Prismatic Ore (25%)		



Enemy Analysis (see page 231)

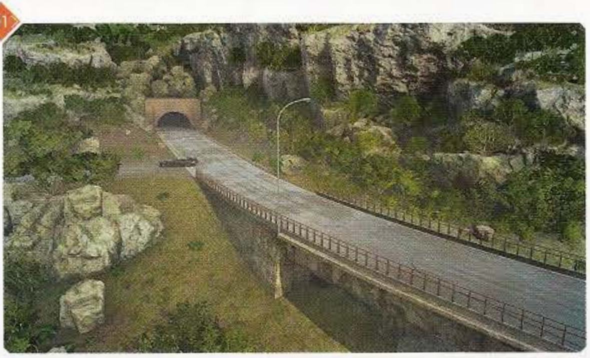
NAME	NOTES
Basilisk	Weak to Polearms, Shields, Fire; resistant to Lightning and Light
Chickatrice	Weak to Daggers, Firearms, and Lightning; resistant to Fire and Light
Mushussu	Weak to Polearms, Shields, and Ice; resistant to Fire and Light
Mandrake	Weak to Swords, Firearms, and Fire; resistant to Lightning and Light
Treant	Weak to Greatswords, Machinery, and Fire; resistant to Lightning and Light
Skeleton	Weak to Greatswords, Machinery, Ice, and Light; resistant to Lightning
Reaper	Weak to Greatswords, Shields, Fire, and Light; resistant to Ice
Crème Brûlée	Weak to Light; absorbs Fire and Lightning; resistant to all standard weapon types

Sidequests

SIDEQUEST CHECKLIST

NAME	TYPE	PAGE
The Myrlwood	Dungeon	188
Tomb of the Rogue	Royal Tomb	176
Photo Op: Lakefront	Photo Op	132
The Ever Valorous Regalia	Cindy	154

01



You begin this chapter in the Regalia with the **Party of Three** quest active. If you have an itch to explore and attend to new sidequests, do so now – the main quest at the Vesperpool waypoint takes you into a lengthy trek through a dungeon. Remember, though, that you are a man down at the moment, which can make things a little more complicated if you plan to tackle high-level challenges. You should also note that you are locked in the Vesperpool region until you complete the chapter. When you are ready to continue, follow the main road in the direction of the waypoint and turn left just before you reach the second tunnel, as shown here.

02



Go down the slope and leave the car when you reach the small dirt path shown here. You can now run toward the waypoint to the west. Speak to Ardyn when you reach him (there are a few quick optional conversations that you can have with him after your walk, if you like), then make your way to Aranea. Your choice during the interactive dialog with her leads to the following results:

- *"Remain silent"* ➡ Reward: 2 AP
- *"Ask my friends"* ➡ Reward: 1,500 EXP for both Ignis and Prompto



03



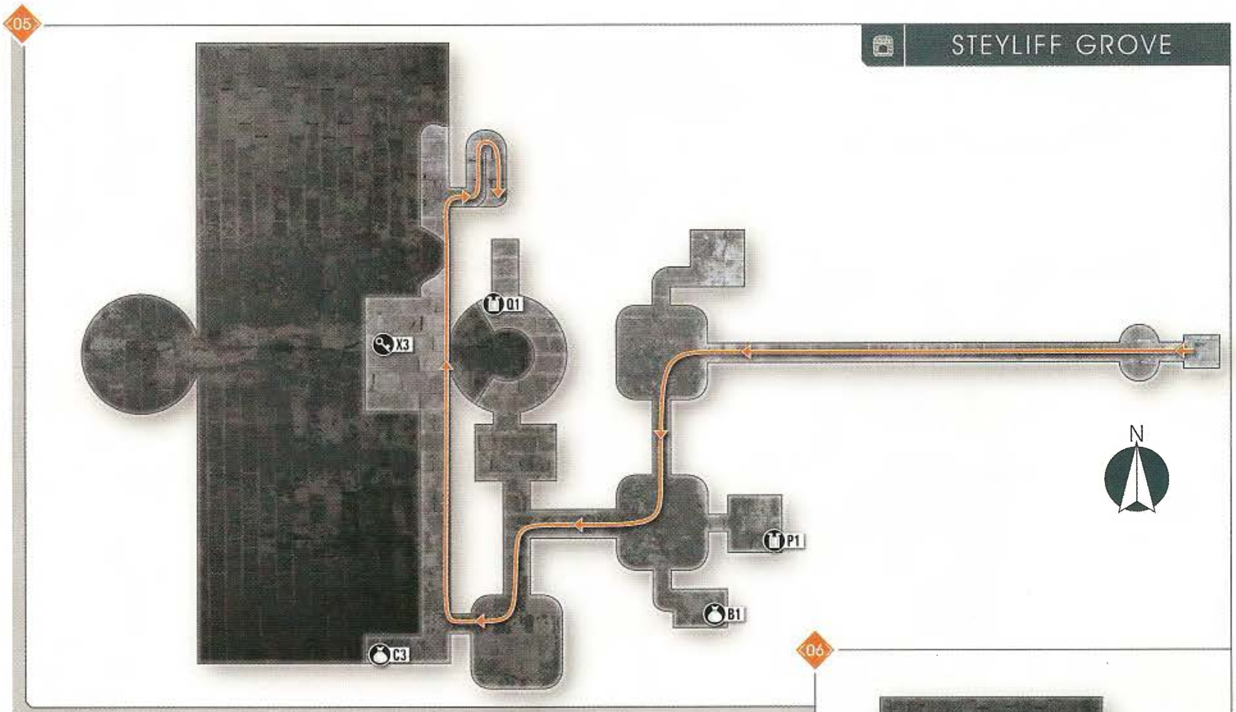
A guard serves as an arms vendor outside the entrance. If you have yet to acquire it, pick up the Ice Brand sword and Ice Spear polearm as a priority.

04



When you are ready to proceed, head to the dungeon entrance. Note that you can only enter Steyliff Grove at night. If it is daytime in your game, speak to Biggs by the entrance to advance time to the evening. The door will open when darkness falls.

05



Once inside the dungeon, follow the path shown on this picture. You will encounter various monsters on the way, predominantly Skeletons, Reapers, and the Fire- and Lightning-absorbing flan variety known as the Crème Brûlée, with a few other species awaiting deeper in the dungeon. Most creatures are vulnerable to Ice-based attacks, except for Reapers, who resist this element; it's usually practical to finish these off last, though you can naturally switch to a different weapon. When facing large groups, Ice-infused area-of-effect assaults will prove immensely useful. If Noctis wields a greatsword, charged or spinning blows enhanced with Ice through Ignis's Enhancement technique are very powerful. You will occasionally notice walls or structures collapsing (for example, rocks falling from the ceiling, or bridges collapsing), preventing you from picking up an item or entering a room. Don't worry about these: you can backtrack later (after your encounter with a specific monster during step 07) to secure the corresponding collectibles.

Legend

ICON	MEANING
B1	Chrome Bit
C3	Rusted Bit
P1	Megalixir*
Q1	Phoenix Down*
X3	Magic Flask

*Access to this collectible is blocked by a rockfall when you approach. To obtain it, backtrack after defeating the first Iron Giant or the dungeon's final boss.

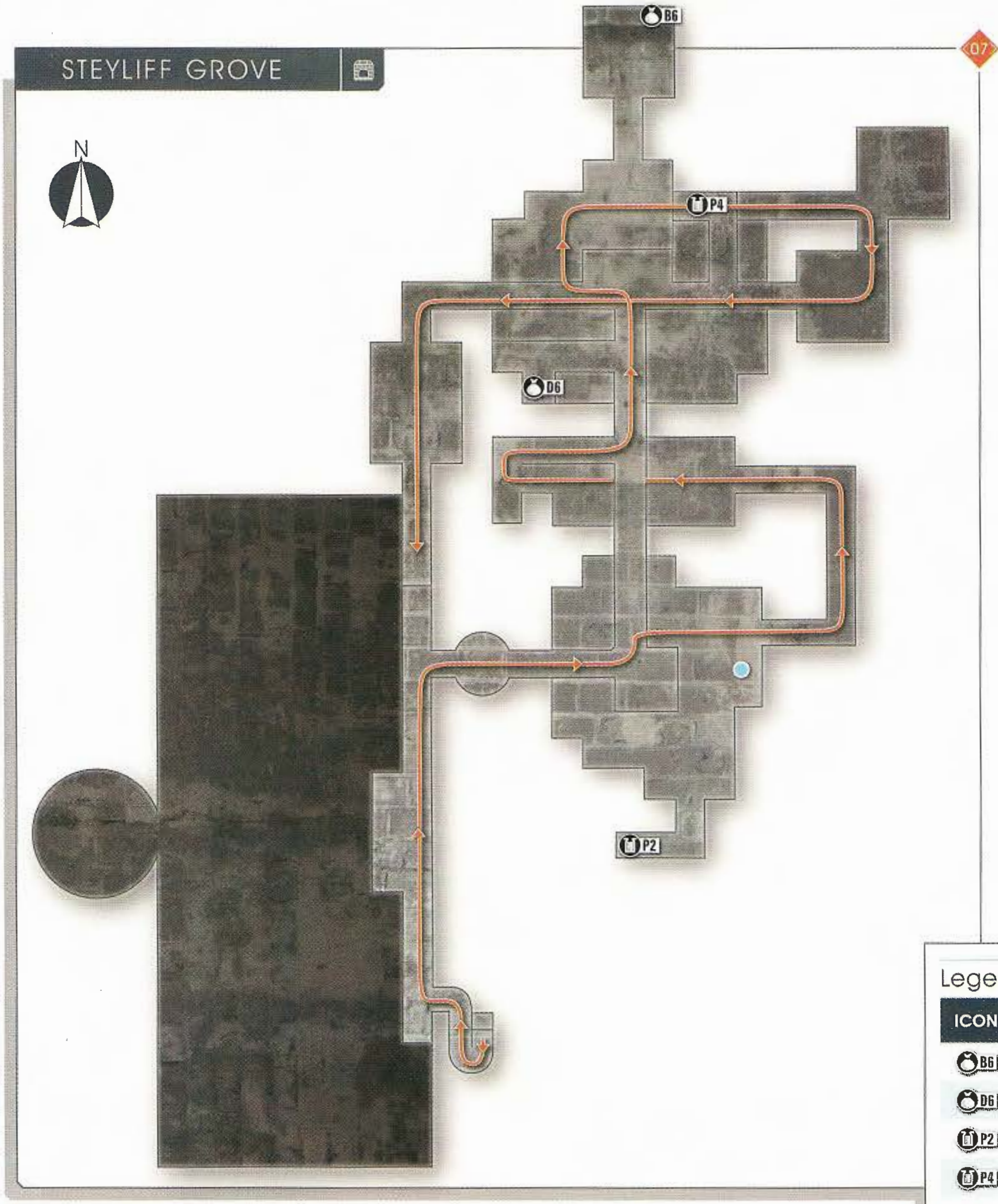
06



This section is entirely linear, with a single combat encounter triggered when you approach the collectible item on the large balcony. If you ever struggle during a battle, consider unleashing Aranea's Highwind technique: this is an extremely powerful attack that harms all enemies caught in its area of effect.

Enemy Analysis (see page 231)

NAME	NOTES	NAME	NOTES
Skeleton	Weak to Greatswords, Machinery, Ice, and Light; resistant to Lightning	**Iron Giant**	Weak to Greatswords, Shields, and Light; resistant to Fire
Reaper	Weak to Greatswords, Shields, Fire, and Light; resistant to Ice	**Lich**	Weak to Swords, Firearms, Ice, and Light; resistant to Lightning
Crème Brûlée	Weak to Light; absorbs Fire and Lightning; resistant to all standard weapon types	**Quetzalcoatl**	Weak to Polearms, Daggers, and Ice; immune to Lightning



Legend

ICON	MEANING
B6	Mythril Shaft
D6	Rare Coin
P2	Mega Phoenix
P4	Hi-Elixir
(blue dot)	Heliodor Bracelet (25%), Ether (25%), Elixir (50%)*

*The bridges will reform to allow access after you defeat the first Iron Giant.

This is one of the dungeon's more complicated sections when you don't know where to go, but our annotated map should help you to navigate with ease. You will automatically fall when a portion of the ground collapses on two occasions, but nearby stairs will take you back up to the main floor level. When you are ambushed by an Iron Giant, try to quickly eliminate the weaker Daemons before the giant reaches you, then switch to a powerful Greatsword or a Light-elemental weapon if you have one. Most of the creature's attacks are slow and telegraphed in advance, so block and parry accordingly, then follow up with deadly counters. Ranged weapons can also be a viable alternative if you struggle to cope with melee combat.

08

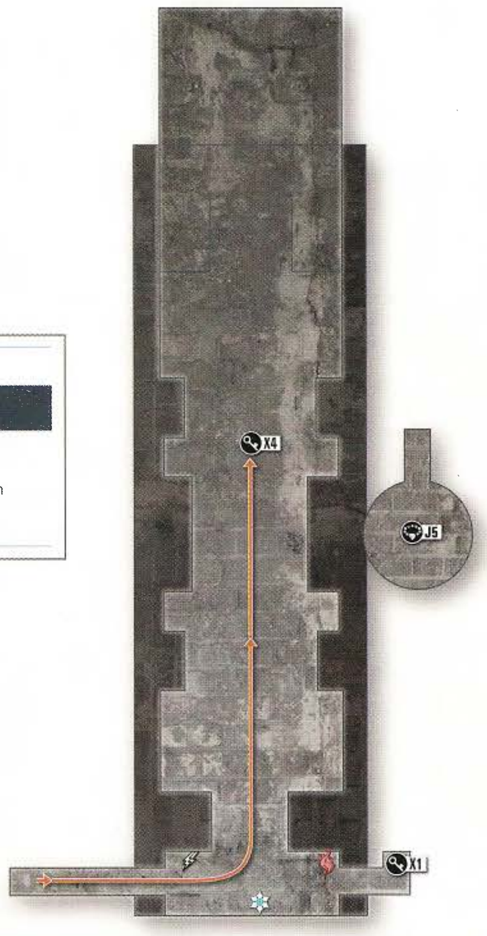


Legend

ICON	MEANING
H1	Talisman
06	Ether
●	Knight's Anklet (25%), Phoenix Down (25%), Elixir (50%)

In this part of the dungeon you can keep to the central corridors to make swift progress, or explore the small chambers on the sides to pick up collectibles. If you ever feel lost, the red devices on the floor will teleport you back to the area's entrance. The hardest battle pits you against two Liches: focus on defending and parrying, countering with an Ice Brand at each opportunity.

09



Legend

ICON	MEANING
J5	Sapphire Bracelet*
X1	Oracle Ascension Coin
X4	Mythril Ore

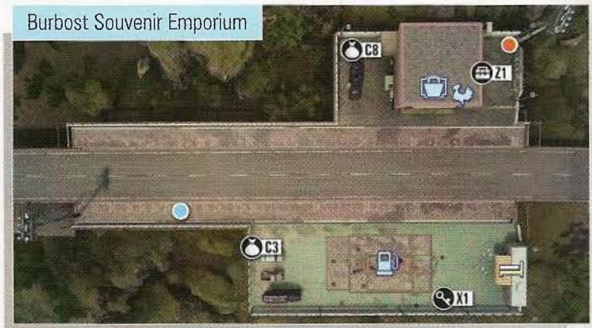
* To obtain this collectible, you must first defeat the first Iron Giant. Go to the position where you find the Camera Strap on the first floor (after the rockfall is removed) and use the elevator to the north. Two Necromancers and an Iron Giant will attack as you approach it.

This final room is home to Quetzalcoatl, a very dangerous boss. You will benefit from wielding an Ice Brand or, even better, an Ice Spear, in this battle. Alternatively, Ignis's Enhancement can greatly increase your damage output if Noctis is equipped with a non-elemental weapon, particularly a Polearm or a pair of Daggers. Quetzalcoatl is immune to Lightning so avoid this element at all costs. As always, pay attention to your enemy's assaults and phase/parry whenever you identify an oncoming blow. The timing window for parrying is extremely short but each successful parry leads to a powerful counter opportunity. When you see the monster's body crackling with sparks, though, run away: this foreshadows an unblockable lightning storm attack that affects a large area. If Noctis is struggling, take cover behind one of the small walls to recover. When Quetzalcoatl is on the ground, press your advantage with your most powerful attacks. If the relevant prompt appears onscreen, be quick to respond and summon an Astral to end the confrontation in style. Aranea's Highwind technique can also prove very useful here. Once the battle is over, pick up the Mythril Ore collectible on the ground before you leave the dungeon, then speak to Aranea at the waypoint outside to formally end the chapter.

CHAPTER 08 | CLEIGNE

N

Burbost Souvenir Emporium





Verinas Mart – Ravatogh



Meldacio Hunter HQ

Legend

*Only available after you finish the game

ICON	MEANING	ICON	MEANING
A1	Electrolytic Condenser	H2	Bulletproof Suit
A2	Giant Feather	H3	Moon Pendant
A11	Slimy Oil	H4	Silver Bangle
B4	Earth Gemstone	H5	Fire Crest
B5	Ancient Dragon Tooth	H6	Warm Inners
B6	Mythril Shaft	H7	Ruby Bracelet
B8	Gralean Medal of Distinction	J6	Chobham Armor
C1	Strong Whiskers	J6	Chobham Armor*
C3	Rusted Bit	J9	Circlet*
C8	Debased Silverpiece	P1	Megalixir
C9	Iron Shavings	P2	Mega Phoenix
D4	Glass Gemstone	P4	Hi-Elixir
D5	Debased Banknote	P7	Elixir
D9	Strong Bone	P8	Hi-Potion
E3	Imperial Medal of Honor	Q2	Smelling Salts
E5	Hydraulic Cylinder	Q6	Ether
E7	Dynamo	Q7	Mega-Potion
E8	Beetle Shell	T3	Assassin's Daggers
F4	Thunderoc Feather	U9	Hyper Magnum*
F5	Deadly Stinger	Ω1	Dragoon Lance*
F6	Fine Tail Feathers	Ω2	Wizard Shield*
F7	Platinum Ingot	Ω3	Delta Daggers
F8	Cactuar Needle	V9	Silver Ore
F9	Splendid Building Stone	W1	Prismatic Dust
G3	Bronze Bangle	X1	Oracle Ascension Coin
G7	Iron Bangle	Z1	Spider Silk
G9	Carbon Bangle		
(blue dot)	Bloody Eye (50%),Hot Breather: Red Dragon (50%)		
(orange dot)	Deadly Waters: Seadevil (50%), Deadly Waters: Sahagin (50%)		
(pickaxe)	Bluestone Crystal (17%), Greenstone Crystal (17%), Yellowstone Crystal (17%), Whitestone Crystal (17%), Blackstone Crystal (16%), Redstone Crystal (16%)		
(red pickaxe)	Silver Ore (40%), Gold Ore (35%), Prismatic Ore (25%)		



TOUR

"Case of the Stolen Specs" (see page 144)
If you make camp at the Pectriche Haven, in the middle of the Myrlwood, an event between Noctis and Ignis will occur. To find Ignis's glasses, head to the designated waypoint by the Royal Tomb. When the mini-game begins, sneak to the tree without being noticed while the chocobo takes the bait. Every time it turns around and looks in your direction, hold ⓞ/ⓧ to remain silent until it resumes its meal. Once you have the specs, you can either flee and leave the chocobo alive, or defeat it.

SIDEQUEST

"Blame the Beasts!" (see page 118)
This man in distress can be found a short distance to the south of Capitis Haven. He is hidden at the base of a large rock structure. Offer him a potion to get your reward.

PHOTO OP

Volcano (see page 132)
Prompto will propose a new photo opportunity if you drive on the road that leads to the Rock of Ravatogh. Select the assignment as your current quest and follow the waypoint to complete it.

The Rock of Ravatogh (see page 190)
Depending on how developed your party is, you might be strong enough to survive the challenges this dungeon has in store. If you have been completing most sidequests, it should actually pose no problem whatsoever. The reward for climbing all the way to the top is no less than a Royal Tomb.

Tomb of the Fierce (see page 176)
At the very top of the Rock of Ravatogh lies a secret Royal Tomb in which the Mace of the Fierce awaits. To reach it, make your way to the large arena at the summit, just beyond a giant nest. A small opening in the arena's outer wall leads to a path, at the end of which you will find the tomb.

Tomb of the Pious (see page 176)
When the beast guarding Malmalam Thicket falls, you are free to visit the Tomb of the Pious to secure a new addition to your Royal Arms: the Scepter of the Pious.

Malmalam Thicket (see page 189)
This forest dungeon should now be within your level range if you have been completing many sidequests. If defeating its standard monsters proves taxing, you will certainly not be ready for the forest's guardian – in which case it makes more sense for you to come back later.

SIDEQUEST

"Scraps of Mystery XIII" (see page 130)
This map lies at the back of the House of Hexes, near the entrance to Malmalam Thicket. It leads to the top of Cape Caem's beacon, which you can access via the elevator.



TOUR

"Liege of the Lake" (see page 144)

Make camp at the Capitis Haven to trigger this event involving Noctis and Gladio. Your goal is to fish a legendary creature, the Liege of Lake Vesperpool. This is a very difficult challenge, requiring advanced equipment and a maximum Skill rank for Noctis. If you are not familiar with the fishing mini-game just yet, consult our guide on page 304.

SIDEQUEST

"Scraps of Mystery XII" (see page 130)

You will find this map at Meldacio Hunter HQ, inside a small garbage bin behind the small wooden house with flowers on its terrace. It leads to a treasure hidden inside a small bunker to the east.

Shopping Opportunities

When your travels take you to Meldacio Hunter HQ, make sure you purchase all four weapons sold by the local arms vendor: the Durandal (sword), Radiant Lance (polearm) and Orichalcum (daggers) are infused with Light. This is the element that all Daemons are weak to, making these weapons incredibly useful. Furthermore, the Black Prince shield boosts the bearer's Magic when used to block Dark-based attacks – again, a great boon for Noctis when facing Daemons. On a related note, you can find the (Ice-imbued) Ice Brand sword, along with other solid weapons, at Verinas Mart – Ravatogh.

SIDEQUEST

"The Perfect Cup" (see page 173)

When you walk by the Cup Noodles truck in Lestallum, Gladio initiates an interactive conversation with you, asking you about your favorite ingredient. Your answer really matters here: you can choose between three scenarios that will lead you to go off in search of either a slab of Behemoth meat, an enormous egg from the nest atop the Rock of Ravatogh, or a crustacean carapace from the gigantic Karlabos. Whatever your choice, inquire about this mission at the local tipster (the owner of the restaurant in the city's main thoroughfare), then head to your chosen hunting ground. You should then camp at a nearby haven after the battle. Note that you can only complete one scenario per playthrough.

Walkthrough Summary

(See Overleaf For Details)

STEP	QUEST	DESCRIPTION
01	A Precious Source of Power	Eliminate the Daemons inside the power plant.
02	Brave New World	Head to Cape Caem and speak to Cid.

SIDEQUEST

"Crazy about Cactuars" (see page 172)

Talk to Talcott at Cape Caem to begin this two-step quest. The boy needs you to buy two cactuar figurines for him. One is at Wiz Chocobo Post, and the other in the antique shop in Lestallum. Take both of them to Talcott to complete the assignment.

SIDEQUEST

"Living off the Land" (see page 171)

Speak to Iris at Cape Caem before you take the ship to Altissia and you will trigger this quest. Head to the plot right next to the house and plant the seeds. Rest one night (conveniently, there's a room where you can do this in the nearby house) and then return the next day to harvest the carrots, completing this short task.

Tony (see page 171)

After you complete **Living off the Land**, a local restaurant owner called Tony introduces himself. He will exchange the Caem Carrots you grow and harvest for valuable items such as weapons or auto parts. You will impoverish the soil if you harvest carrots too frequently, so the best strategy is to make semi-regular visits.

SIDEQUEST

"A Feline Feast" (see page 171)

If you completed **Kitty Catering** back in Galdin Quay earlier in the story (see page 38), the starving cat can now be found at the rear of Cape Caem's beacon. Talk to it to initiate this quest, then speak to Monica inside the house. She needs a Lucinian Sea Bass, which you can catch at the nearby fishing spot. Once you have it, take it back to Monica and she will use it to prepare cat food. Deliver the dish to the cat to end this quest.

01



The **A Precious Source of Power** quest is active as you begin the chapter. Cross the bridge and head to the power plant's entrance. Once inside, eliminate all Daemons within the time limit (they're all weak to Fire, so equip suitable weapons in advance), then retrace your steps to leave the plant. This completes the initial quest, which is replaced with **Brave New World**. Now is the perfect time to attend to sidequests and other activities, as this will actually be your final opportunity to explore Leide, Duscae, and Cleigne for a while. A first port of call should be a quick visit to Iris close to Lestallum's car park to collect a new (and novel) piece of equipment.

02



Once you are ready to proceed, head to Cape Caem and take the beacon's elevator to the dock. Make sure you strike up a conversation with Cor: he will give you a Magic Flask. You can then interact with the boat to initiate the journey to Altissia and complete **Brave New World** – thereby leaving Lucis behind for some time.

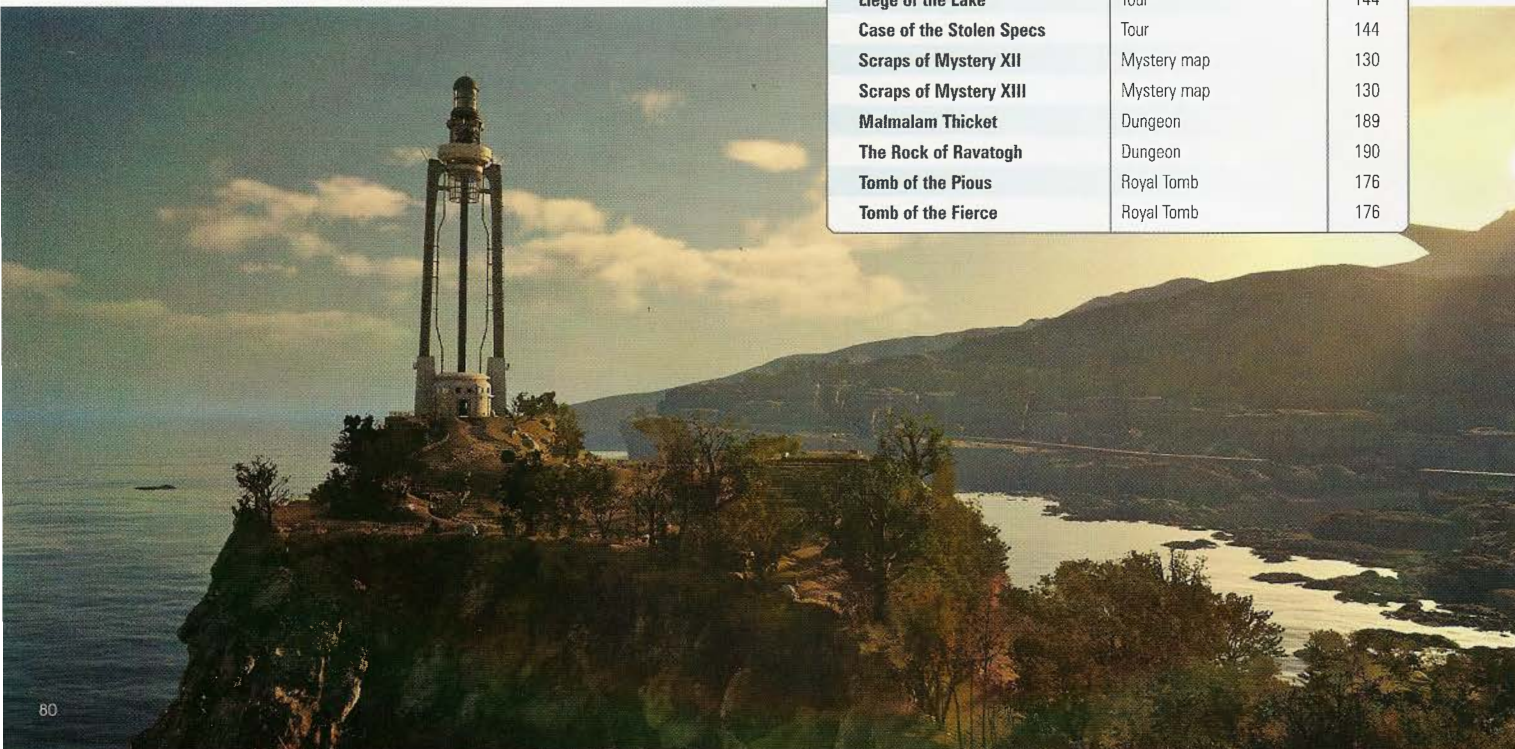
Enemy Analysis (see page 231)

NAME	NOTES
Garchimacera	Weak to Swords, Shields, Fire, and Light; resistant to Lightning
Goblin	Weak to Polearms, Daggers, Fire, and Light; resistant to Ice
Spiracorn	Weak to Swords, Shields, and Fire; resistant to Ice and Light
Havocfang	Weak to Greatswords, Daggers, and Ice; resistant to Fire and Light
Shieldshears	Weak to Polearms, Firearms, and Ice; resistant to Fire and Light
Basilisk	Weak to Polearms, Shields, and Fire; resistant to Lightning and Light
Killer Bee	Weak to Swords, Firearms, and Fire; resistant to Lightning and Light
Killer Wasp	Weak to Polearms, Daggers, and Fire; resistant to Lightning and Light
Wyvern	Weak to Fierarms, Shields, and Ice; resistant to Lightning and Light
Coeurl	Weak to Swords, Daggers, and Fire; immune to Lightning; resistant to Light
Sahagin	Weak to Polearms, Shields, and Ice; resistant to Fire and Light
Gigantoad	Weak to Polearms, Machinery, and Ice; resistant to Lightning and Light
Chickatrice	Weak to Daggers, Firearms, and Lightning; resistant to Fire and Light
Bulette	Weak to Shields, Machinery, and Ice; resistant to Fire and Light

Sidequests

SIDEQUEST CHECKLIST

NAME	TYPE	PAGE
Living off the Land	Ally	171
Crazy about Cactuars	Ally	172
The Perfect Cup	Ally	173
A Feline Feast	Friendly Cat	171
Blame the Beasts!	Rescue	118
Photo Op: Volcano	Photo Op	132
Liege of the Lake	Tour	144
Case of the Stolen Specs	Tour	144
Scraps of Mystery XII	Mystery map	130
Scraps of Mystery XIII	Mystery map	130
Malmalam Thicket	Dungeon	189
The Rock of Ravatogh	Dungeon	190
Tomb of the Pious	Royal Tomb	176
Tomb of the Fierce	Royal Tomb	176



A Sudden Surfeit of Sidequests

After you clear the power plant at the beginning of this chapter and trigger the **Brave New World** quest, a massive quantity of sidequests are unlocked all over Lucis. As taking the ship to Altissia will cause your party to leave Lucis for a while, this really is a great time to tour the entire continent and complete as many optional missions as you can. The bonus to your party's stats will be significant – which will make forthcoming main story challenges much easier.

In addition to the sidequests described on the previous double-page spread, the accompanying table offers a handy checklist of all other new missions you now have access to. If you require further information or guidance, follow the page references to our comprehensive Sidequests chapter.

NAME	TYPE	REGION	PAGE
Raindrops in the Night	Hunt	Leide (Hammerhead)	136
Wild Beauties	Hunt	Leide (Hammerhead)	136
Bounty-Hunted Beauties	Hunt	Leide (Hammerhead)	136
Sting in the Tail	Hunt	Leide (Longwythe)	136
Cranky Crustaceans	Hunt	Leide (Longwythe)	136
Beast over Brawn	Hunt	Leide (Longwythe)	136
Footfalls in the Dark	Hunt	Leide (Galdin Quay)	136
The Gourmands of Vannath	Hunt	Leide (Galdin Quay)	136
Stealers of Lives	Hunt	Leide (Galdin Quay)	136
A Nightmare Came by Ferry	Hunt	Leide (Galdin Quay)	136
They Came Back from the Mountain	Hunt	Cleigne (Lestallum)	136
Rainstorm Duel! Poison Frog of Wennath	Hunt	Cleigne (Lestallum)	136
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Horned Hunting Hazards	Hunt	Duscae (Taelpar Rest Area)	138
Hunters of Secullam Pass	Hunt	Duscae (Taelpar Rest Area)	138
Reclaiming Schier Heights	Hunt	Duscae (Taelpar Rest Area)	138
A Roaring in the Night	Hunt	Duscae (Taelpar Rest Area)	138
Shear Force	Hunt	Cleigne (Old Lestallum)	138
Blobs Ashore	Hunt	Cleigne (Old Lestallum)	138
Herald from the Depths	Hunt	Cleigne (Old Lestallum)	138
The Last Spiracorns	Hunt	Cleigne (Old Lestallum)	138
Threat from the Thicket	Hunt	Cleigne (Meldacio Hunter HQ)	138
Softly Now, Mighty Foes	Hunt	Cleigne (Meldacio Hunter HQ)	138
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Navyth's Challenge	Navyth	Duscae (Vesperpool)	158
Angler's Nightmare	Navyth	Leide (Galdin Quay)	159
The Professor's Protégé – Gigantoad	Sania	Cleigne (Old Lestallum)	156
The Professor's Protégé – Wyvern	Sania	Cleigne (Verinas Mart – Ravatogh)	156
The Professor's Protégé – Myrlwood Firefly	Sania	Cleigne (Meldacio Hunter HQ	157
The Professor's Protégé – Griffon	Sania	Cleigne (Coernix Station – Cauthess)	157
The Frogs of Legend	Sania	Cleigne (Meldacio Hunter HQ)	157
Dude, Where's My Car?	Broken car	Cleigne	125
Keep Calm and Keep Driving	Broken car	Cleigne	124
Various Photo Ops	Photo Op	Leide, Duscae, Cleigne	132
Lestallum's Finest	Takka	Leide (Hammerhead)	150
A Backwoods Burial	Dave	Cleigne (Old Lestallum)	146
Washed Away	Dave	Cleigne (Old Lestallum)	147
Mountains of Misfortune	Dave	Cleigne (Meldacio Hunter HQ)	147
The Witch of the Woods	Dave	Cleigne (Malmalam Thicket)	147
Reliable Royalty	Dino	Leide (Galdin Quay)	152
No Pain, No Gem	Dino	Leide (Galdin Quay)	152
Vyv's Volcanic Inspiration	Vyv	Cleigne (Lestallum)	160
A Place to Call Home	Vyv	Cleigne (Lestallum)	161
Steam Valve Inspection	Holly	Cleigne (Lestallum)	164
Power to the Pylons	Holly	Cleigne (Lestallum)	164
Holding Back the Dark	Holly	Cleigne (Lestallum)	165
Balouve Mines	Dungeon	Leide	178
Daurell Cavern	Dungeon	Duscae	184



HUNT

"Ill Weeds Grow in the Night" (see page 138)
These Alves await in the northern section of Altissia, at night time only. These Daemons are vulnerable to Firearms, Daggers, Ice, and Light.

HUNT

"A Nightmare Upon the Water" (see page 138)
You will find these Hecteyes at night, behind the Leville. They are weak to Polearms, Shields, Lightning, and Light.

Fishing Spot (see page 306)
Altissia is home to a fishing spot. You can reach it by selecting "Altissia Docks" as a gondola destination.

PHOTO OP

Dock (see page 134)
This photo opportunity triggers when you walk to the docks close to the Leville hotel during the day. The picture has to be taken from the Altissia Docks, which you can only reach via a gondola.

"A Cactuar of Marble" (see page 226)
Though this is not a true sidequest, as it doesn't lead to a palpable reward, you can purchase a Cactuar Sculpture from the JM Market shop right outside the Leville hotel. Taking this figurine back to Cape Caem on your next visit there leads to a secret reaction from Talcott.

SIDEQUEST

"Symbol of the Peace" (see page 172)
As you arrive in Altissia for the first time you will hear about Lunafreya's wedding dress, as you pass by the small bridge a short walk to the northeast of the immigration booth. Head to Vivienne Westwood's store, which this caption points to, to complete this assignment.

PHOTO OP

Bar (see page 134)
For this photo opportunity, simply visit the small plaza opposite Weskham's bar, Maagho, during daylight hours after completing the main quest that first leads you here.



CHAPTER 09

ALTISSIA

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HUNT

"Bewitched Blade Stains the Waters"
(see page 138)
This Daemon, a Ronin, roams at night in Listro Park. It is equally weak to Swords, Daggers, Lightning, and Light.

Mini-Game: "Totomostro"

If you head to the northeast section of the map, named Parco Listro, you will find a gondola (under the Parco Listro Sud canopy) that can take you to the Colosseum. This location is home to a mini-game called Totomostro. The principle is simple: teams of monsters battle against each other, and you wager Galviano medals – the arena currency – on a selected team. If your prediction is right, you receive medal winnings equivalent to your wager multiplied by the odds. If you gamble well and accumulate medals, you can then trade them for prizes, including valuable auto parts. Turn to page 310 for a complete guide to Totomostro.

PHOTO OP

Park **(see page 134)**
This is triggered when you enter the Parco Listro district in broad daylight, and leads to a photo spot on the main plaza.

Alessio

A man named Alessio is seated at one of the tables of the restaurant opposite the Via Palsino station. He will trade items (mostly accessories) against any Oracle Ascension Coins that you own. The most valuable pieces require a large number of coins, though, so it makes sense to wait until you have a few dozen before you spend any. You can find the complete selection of his wares on page 227.

HUNT

"Back Alley Spook"
(see page 138)
Head to the back of the Leville at night to encounter these Mindflayers. They are vulnerable to Polearms, Daggers, Lightning, and Light.

PHOTO OP

Palace **(see page 134)**
Prompto identifies this photo opportunity when you step on the round plaza behind Hotel Leville. It is only available during the day. The actual photo spot is only a few steps away.



Legend

ICON	MEANING
A4	Debased Coin
C6	Beautiful Bottle
C8	Debased Silverpiece
D1	Shattered Timepiece
D2	Old Book
D3	Broken Harmonica
D4	Glass Gemstone
D5	Debased Banknote
D6	Rare Coin
P3	Remedy
P8	Hi-Potion
P9	Maiden's Kiss
R3	Spirit ZX
R5	Verve WX
Q2	Smelling Salts
Q3	Gold Needle
Q7	Mega-Potion
X1	Oracle Ascension Coin

Walkthrough Summary

STEP	QUEST	DESCRIPTION
01	**Altissia, City on the Sea**	Make your way to Altissia and find Weskham's café: Maagho.
02 - 05	**The Summit**	Make a stop at Hotel Leville, then head to the Secretary's Estate and discuss terms with Camelia.
06 - 08	**Into the Fray**	Make your way to Leviathan.
09 - 13	**The Trial of Leviathan**	Defeat Leviathan.

Sidequests

SIDEQUEST CHECKLIST (ALTISSIA)

NAME	TYPE	PAGE
Symbol of the Peace	Ally	172
A Cactuar of Marble	Ally	226
Bewitched Blade Stains the Waters	Hunt	138
A Nightmare Upon the Water	Hunt	138
Ill Weeds Grow in the Night	Hunt	138
Back Alley Spook	Hunt	138
Photo Op: Palace	Photo Op	134
Photo Op: Park	Photo Op	134
Photo Op: Dock	Photo Op	134
Photo Op: Bar	Photo Op	134
Totomostro	Mini-game	310

01



Your first task in Altissia is to go through immigration, where you have to decide whether to have Ignis or Cid do the talking; choose the former for a free entry. Head to Hotel Leville to the northeast of your position. Board the gondola just a few steps to the north of the hotel and select "Floating Market Station – Maagho" as your destination. On arrival you will complete the initial quest: **Altissia, City on the Sea**.

02



Walk up the stairs and speak to Weskham (note that the interactive conversation is conducted purely for information), then to Camelia once she appears. This activates the **The Summit** quest; Weskham also provides Noctis with a map of the city. You can then take the gondola again, this time choosing "The Leville Station" as your destination.

03



Enter the hotel to encounter Gentiana. This unlocks a new feature that enables you to return to Lucis (with your current stats) while resting. Since you are close, consider visiting the local arms vendor, found behind the hotel: of particular interest, she sells the HP-draining Blood Sword, the Lightning-imbued Thunderbolt, and the Fire-infused Flame Gun. With this achieved, you may now head toward Camelia's office to the east. Climb up the stairs and follow the long walkways leading toward the waypoint.

04



If you struggle to locate the Secretary's Estate, refer to the map on the previous double-page spread. The entrance is shown on this picture. Once you speak to the guard at the entrance there is no turning back, so make sure you complete any unfinished business beforehand.

05



The next sequence is an interactive cutscene. Noctis has a critical conversation with Camelia, and it is up to you to decide what he says. There are various possible outcomes depending on your choices. See the page to your right for a complete presentation of the system. **The Summit** is completed when the negotiations end.

The Negotiation

Once you choose to enter the Secretary's Estate you begin a long interactive conversation in which each of your choices has a (hidden) point value. In other words, every time you select an answer during the dialogue, you score a certain amount of points. The more points you accrue, the more you will earn Camelia's trust – and, as a fringe benefit, you can improve the final reward at the end of the conversation.

The following diagrams present all the possible dialogue scenarios, including branching paths leading to different outcomes. If you wish to complete this challenge on your own on your first attempt, be aware that the best way to win the first secretary's unreserved trust is to choose to be truthful and show concern for Altissia.

Dialogue Choices & Point Values

TRIGGER LINE A	POSSIBLE OPTIONS	POINTS
No sweat. First things first...	Express gratitude	+3
	Probe knowledge	+2
	Pry into private affairs	0

TRIGGER LINE B	POSSIBLE OPTIONS	POINTS
(The empire demands that Luna be handed over...)	Show concern for Accordo	+2
	Doubt Luna's security	+1
	Demand to see Luna	0

TRIGGER LINE C	POSSIBLE OPTIONS	POINTS
Why does the Oracle seek to awaken the Hydraean?	Be truthful	+2
	Answer vaguely	+1
	Tell her nothing	0

TRIGGER LINE D	POSSIBLE OPTIONS	POINTS
You know better than most what took place in Lucis with the Archaean. Tell me, what happened?	Be truthful	+1
	Be cheeky	0

TRIGGER LINE E	POSSIBLE OPTIONS	POINTS
I don't care to host a battle on my soil, the gods and the empire be damned.	Allude to a common enemy	(to Trigger Line E1)
	Show concern for the city	(to Trigger Line E2)
	Be realistic	(to Trigger Line E3)

TRIGGER LINE E1	POSSIBLE OPTIONS	POINTS
(She needs help defeating the empire...)	Cut to the chase	+3
	Question reliance on Leviathan	+2
	Leave her hanging	0

TRIGGER LINE E2	POSSIBLE OPTIONS	POINTS
Indeed. We must be prepared to evacuate our citizens.	Cut to the chase	+5
	Agree with her	+3
	Distance yourself	0

TRIGGER LINE E3	POSSIBLE OPTIONS	POINTS
(There's a limit to what we can protect...)	Be pragmatic	+2
	Be positive	+4
	Withhold comment	0

TRIGGER LINE F	POSSIBLE OPTIONS	POINTS
(So she wants us to evacuate her people...)	Suggest further measures	+2
	Agree to help evacuate	+4
	Feign apathy	0

TRIGGER LINE G	POSSIBLE OPTIONS	POINTS
(She expects us to deal with the empire by ourselves...)	Act displeased	+1
	Act confident	+3
	Act worried	0

TRIGGER LINE H	POSSIBLE OPTIONS	POINTS
To review, you are to ensure our citizens' safety and engage the empire. Do we have an agreement?	Agree amicably	+3
	Accept casually	+1
	Respond pompously	0

TRIGGER LINE I	POSSIBLE OPTIONS	POINTS
My duty is to my citizens. Should any harm befall them, there will be a reckoning – for both king and Oracle.	Empathize with her position	(to Trigger Line I1)
	Return the threat	(to Trigger Line I2)
	Remain silent	(to Trigger Line I3)

TRIGGER LINE I1	POSSIBLE OPTIONS	POINTS
You're just like your father.	Say thanks	+2
	Reject the association	+2
	Ask her meaning	0

TRIGGER LINE I2	POSSIBLE OPTIONS	POINTS
A leader must know when to bring out the steel. Surely you understand this.	Show understanding	+3
	Put up a strong front	+3
	Brush the subject aside	+1

TRIGGER LINE I3	POSSIBLE OPTIONS	POINTS
You understand what I must do. I will stop at nothing to protect my people.	Show understanding	(Move to trigger line I1)
	Return the threat	(Move to trigger line I2)
	Remain silent	+4 after choosing this option again

Reward

POINT TOTAL	OUTCOME	REWARD
> 19	Noctis won the first secretary's unreserved trust!	Oracle Ascension Coin x4
13-19	Noctis made a positive impression on the first secretary.	Oracle Ascension Coin x3
7-12	Noctis was able to secure terms.	Oracle Ascension Coin x2
< 7	Noctis somehow managed to secure terms.	Oracle Ascension Coin x1

Enemy Analysis (see page 231)

NAME	NOTES	NAME	NOTES
Magitek Swordsman	Weak to Polearms, Daggers, and Lightning; resistant to Fire	**Imperial Sniper**	Weak to Firearms, Shields, and Fire; resistant to Lightning
Battery Soldier	Weak to Firearms, Shields, and Fire; resistant to Lightning	**Leviathan**	No weaknesses; very resistant to all damage types

06



Your next mission, **Into the Fray**, requires you to reach a rendezvous point. Follow the linear path, eliminating enemies you encounter on the way. When you face snipers, consider warping to them to instantly close the gap, or guard continuously as you approach them. Use the interaction point when you reach the waypoint to trigger the next sequence.

07



During the event where you ride a small flying device with Prompto, be ready to guard with □/Ⓧ then parry with ○/Ⓑ whenever the corresponding prompts appear onscreen.

08



After a while, you will have a chance to warp directly to the Astral's body by pressing △/Ⓨ, and thus complete **Into the Fray**. Note that there is only one way to earn a reward during the interactive conversation with Leviathan: choose to *"Demand her power"*, then *"Maintain a commanding tone"* twice. This will reward you with 10 AP, but will also make the Astral stronger in the upcoming battle. All other dialogue selections lead to no reward at all.

09



The Trial of Leviathan begins when the creature hurls Noctis back to the streets of Altissia. During this sequence, focus primarily on defense. Your opponent outguns you and moves very quickly. Point-warp through the Astral's assaults using the various blue markers around the arena, and blade-warp to her whenever she stands still. You need to inflict enough damage with warp-strikes to trigger the next cutscene. Royal Arms with multi-hit warp-strikes (such as the Blade of the Mystic) can prove very effective here.

10



In the sequence that follows, Noctis is enhanced by the power of his ancestors. He can fly above Altissia and unleash devastating attacks. Attack relentlessly while Leviathan stands still, ideally using ranged projectiles while locked on to your target.

11



When the Astral goes into a fury, switch to defense. Survey your environment with Ⓡ to spot oncoming assaults. Her water projectiles are especially fast and dangerous. If in doubt, stay on the move and hold □/Ⓧ at all times.



12



Once this phase ends, go on the offensive again. Attack relentlessly, only stopping briefly when you face oncoming blows. Like before, be sure to lock on to your target by holding R1/RB, as this will imbue your projectiles with homing functionality.

13



When her health bar is depleted, Leviathan will provide you with a parry opportunity. Be ready to press □/Ⓧ and ○/Ⓑ on time to deal the finishing blow. Defeating the Astral completes both **The Trial of Leviathan** and the chapter.

Umbra's Power

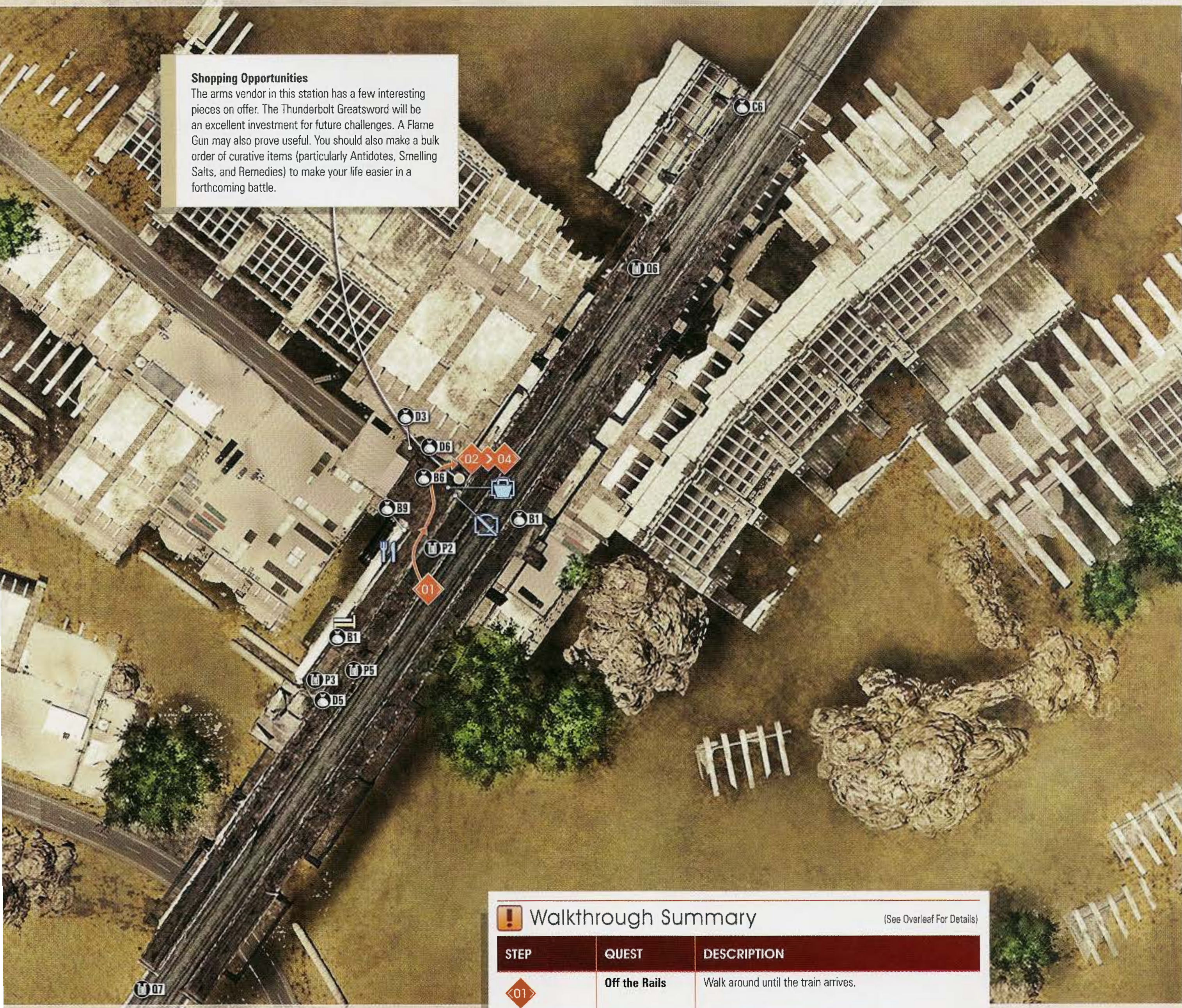
Your brief encounter with Gentiana at the Leville unlocks a new feature: whenever you rest, whether at a haven or a lodging, you can now use the "Call Umbra" function to make trips back to Lucis.

This can be a great way to make breaks in the main adventure and head back to complete any unfinished business. Your visit to Altissia so happens to have unlocked a number of light assignments in Leide, Duscae, and Cleigne – so feel free to make a quick break at the Leville to attend to these missions if you so wish.

SIDEQUEST CHECKLIST (LUCIS)

NAME	TYPE	REGION	PAGE
When You Believe	Rescue	Leide	114
Down On Your Luck	Rescue	Duscae	116
The Verge of Despair	Rescue	Duscae	116
In Low Spirit	Rescue	Duscae	116
Weary and Wounded	Rescue	Duscae	117
Injured and Introspective	Rescue	Cleigne	118
Losing Heart	Rescue	Cleigne	119
Keeping the Faith	Rescue	Cleigne	118
Not So Easy Anymore	Rescue	Cleigne	118
Careless in a Car	Broken Car	Leide	121
Automotive Agitation	Broken Car	Leide	120
The Perpetual Passenger	Broken Car	Duscae	123
Through a Rose-Tinted Windshield	Broken Car	Duscae	123
Hurrying Home	Broken Car	Duscae	123
Tune-up, Shmune-up	Broken Car	Duscae	122
Pedal to the Metal	Broken Car	Cleigne	125
Alone on the Road	Broken Car	Cleigne	124
A Manic Motorist	Broken Car	Cleigne	124





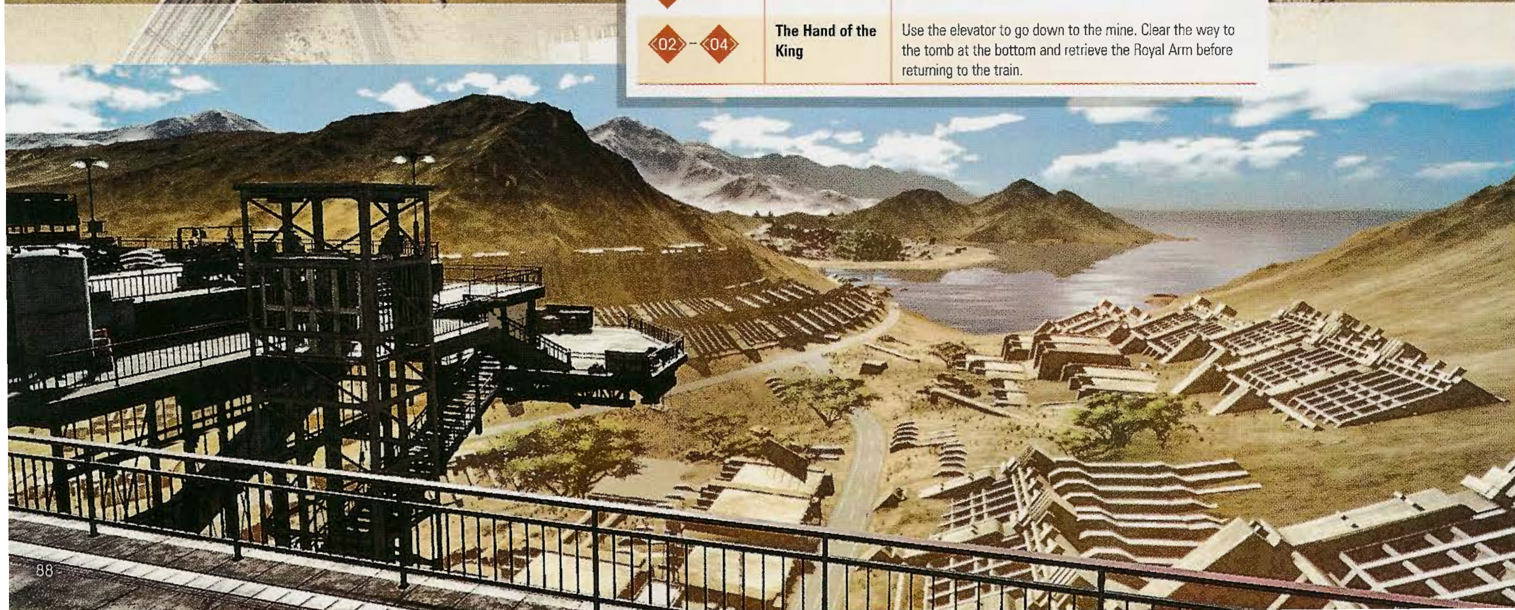
Shopping Opportunities

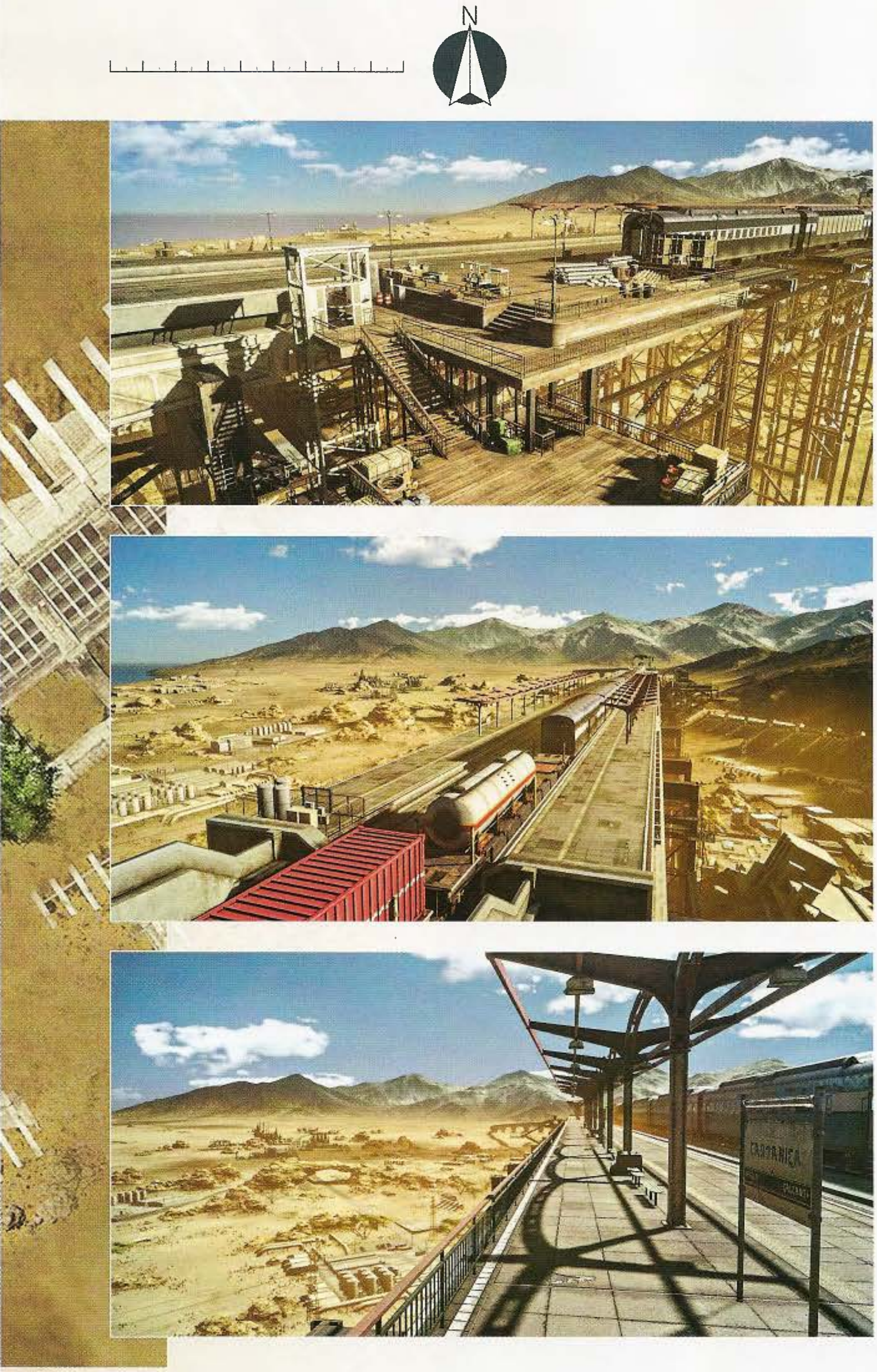
The arms vendor in this station has a few interesting pieces on offer. The Thunderbolt Greatsword will be an excellent investment for future challenges. A Flame Gun may also prove useful. You should also make a bulk order of curative items (particularly Antidotes, Smelling Salts, and Remedies) to make your life easier in a forthcoming battle.

Walkthrough Summary

(See Overleaf For Details)

STEP	QUEST	DESCRIPTION
01	**Off the Rails**	Walk around until the train arrives.
02 – 04	**The Hand of the King**	Use the elevator to go down to the mine. Clear the way to the tomb at the bottom and retrieve the Royal Arm before returning to the train.





Sidequests

There are no sidequests unlocked during this chapter. You are, of course, free to return to Lucis to complete existing challenges by using the "Call Umbra" function while resting. If you are aspiring to complete a 100% playthrough, this is probably a good time to consult our Sidequests chapter to learn more about optional activities and high-level challenges that are outside the scope of this walkthrough. We can't guarantee that you'll be ready for all of them, and there are some missions that cannot be played until after you complete the main storyline, but anything you do to improve the levels and capabilities of your party at this stage will be a worthwhile use of your time.

Legend

ICON	MEANING
B1	Chrome Bit
B6	Mythril Shaft
B9	Laser Sensor
C6	Beautiful Bottle
D3	Broken Harmonica
D5	Debased Banknote
D6	Rare Coin
O6	Ether
P2	Mega Phoenix
P3	Remedy
P5	Antidote
O7	Mega-Potion

STEP-BY-STEP WALKTHROUGH

01



You begin this chapter with the **Off the Rails** quest active. Head to the rear of the train, then walk all the way back to the front car, picking up collectibles and interacting with points of interest on your way. The quest is completed when the train arrives at Cartanica.

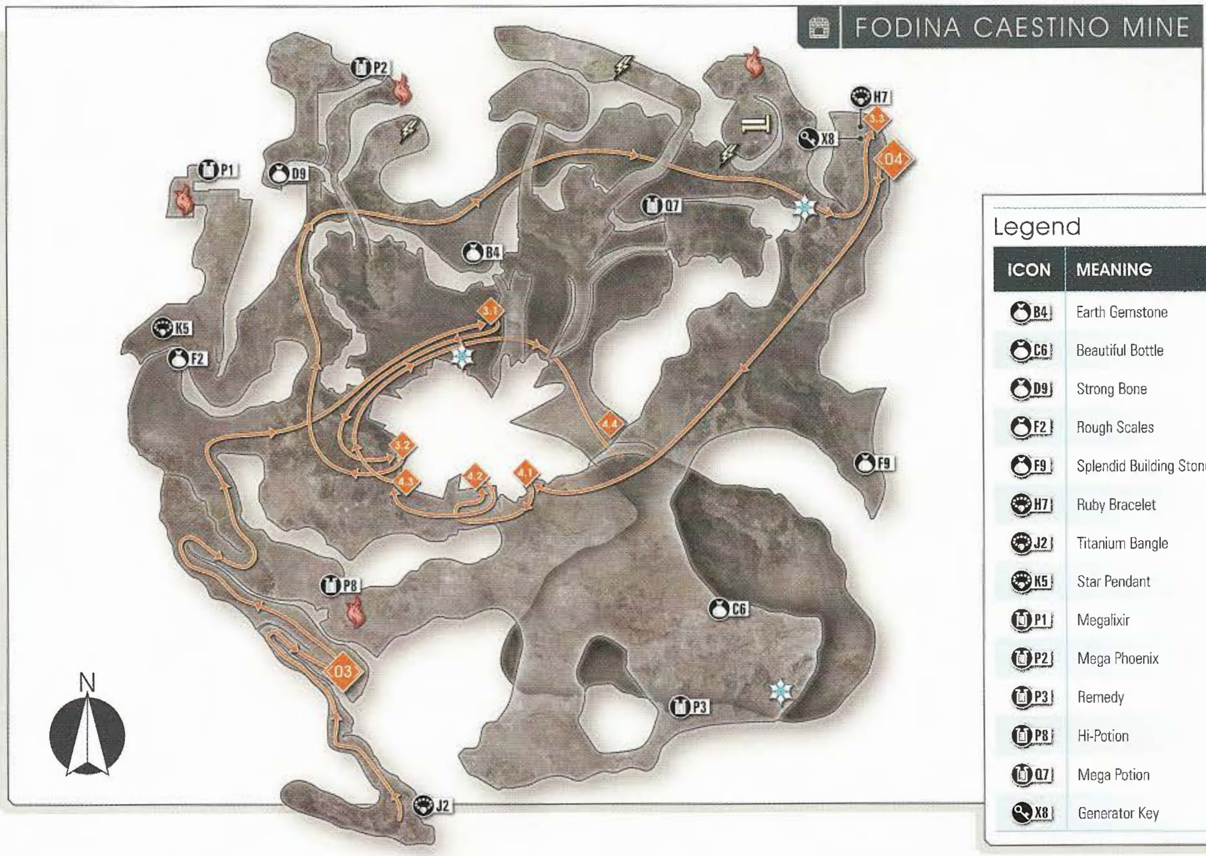
02



The Hand of the King begins when you regain control of Noctis at the station. Once you have explored the two platforms in search of collectibles and shopping opportunities, head to the elevator at the waypoint.

Enemy Analysis (see page 231)

NAME	NOTES
Gurangatch	Weak to Greatswords, Firearms, and Ice; resistant to Fire and Light
Falxfang	Weak to Swords, Firearms, and Ice; resistant to Fire and Light
Gigantoad	Weak to Polearms, Machinery, and Ice; resistant to Lightning and Light
Malboro	Weak to Greatswords, Machinery, and Fire; resistant to Ice and Light
Malboro Sprout	Weak to Greatswords, Machinery, Fire, and Ice; resistant to Lightning and Light



Legend

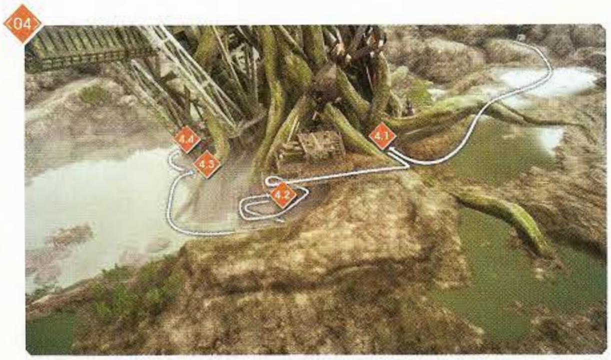
ICON	MEANING
B4	Earth Gemstone
C6	Beautiful Bottle
D9	Strong Bone
F2	Rough Scales
F9	Splendid Building Stone
H7	Ruby Bracelet
J2	Titanium Bangle
K5	Star Pendant
P1	Megalixir
P2	Mega Phoenix
P3	Remedy
P8	Hi-Potion
Q7	Mega Potion
X8	Generator Key



Once at the mine, follow the path shown on our map. If night falls while you are exploring the dungeon, consider making camp at the nearby Plantagh Haven: navigation is much easier in broad daylight. The critical steps here are as follows:

3.1: Interact with the roadblock.
3.2: Interact with the control panel.
3.3: Retrieve the generator key from the shed.

Note that Ignis cannot use his Techniques during this section of the story. The Blade of Brennaere (Greatsword) and Ice Brand (Sword) will suffice for almost every enemy you encounter.



From the location where you obtain the generator key, follow the path shown on our map and complete these necessary steps:

4.1: Activate the first backup generator You will need to eliminate the Gigantoad in front of it: Polearms, Machinery, and Ice-based attacks are very effective here.
4.2: Activate the second backup generator.
4.3: Interact with the control panel again.
4.4: Head down the slope and attempt to open the Royal Tomb at the bottom to trigger a boss battle. Note that the choice that you make during the interactive conversation with Gladio just beforehand will lead to stat boosts: "*Show frustration*" causes Noctis to receive the Riled status, increasing his strength by 50%, while "*Show resolve*" grants him the Roused status, raising his vitality by 50%.

Malboro

When you try to open the Royal Tomb at the bottom of the mine, a Malboro ambushes you.



The Malboro is weak to Greatswords, Machinery, and Fire (and resistant to Ice and Light). The Blade of Brennaere, regularly enhanced by Ignis, can be a good choice here, as its sweeping blows are likely to hit both the monster and its sprouts simultaneously.



The Malboro Sprouts that regularly spawn in the arena are a minor threat individually, but groups can make the encounter far more chaotic than it needs be. Cutting a swath through crowds with Greatswords can be effective, but a powerful Firaga spell will be even more potent.



Malboro's Bad Breath is its most dangerous technique. Not only does it deal significant damage, it also inflicts multiple status ailments. To avoid it, your best option is to roll-dodge away. The good news is that this attack is telegraphed long in advance when the creature breathes in. The very moment that you notice this, you should start running away and prepare to roll-dodge or warp – ideally sideways to flank your opponent.



Bad Breath aside, the Malboro mostly employs traditional physical assaults: a biting attack that can be parried, opening up a potential counter, and a dash attack that can be blocked. Most players will benefit by adopting a very aggressive strategy, pummeling the target relentlessly until there is a prompt to block or parry the monster's standard blows, or a need to roll-dodge away from Bad Breath.



An alternative strategy involves wielding a Firearm (the Flame Gun being an obvious choice) and assailing the Malboro from afar. Staying at a distance makes it much easier to avoid the creature's attacks, but extends the duration of the battle.



Once the Malboro's HP is reduced to 25%, it goes berserk and becomes more aggressive. When its HP is down to 0, the creature falls, but resurrects instantly; after you take it down a second time, an onscreen strategy objective directs you to regroup. Move to the marked location and use the opportunity that follows to finish off your target while it is vulnerable. Retrieve the Royal Arm in the tomb before you reboard the train to complete the chapter.

CHAPTER 11

STEP-BY-STEP WALKTHROUGH



Enemy Analysis (see page 231)

NAME	NOTES
Armored Axeman	Weak to Polearms, Daggers, and Lightning; resistant to Ice
Armored Swordsman	Weak to Polearms, Daggers, and Lightning; resistant to Fire
Armored Assassin	Weak to Polearms, Daggers, and Ice; resistant to Lightning
Imperial Rifleman	Weak to Firearms, Shields, and Fire; resistant to Lightning
Shock Trooper	Weak to Firearms, Machinery, and Lightning; resistant to Fire

01



As the **Express Train for Trouble** quest is initiated, chase Ardyn until he hides in a compartment. Open the door with ⊗/Ⓐ, then resume your chase.

02



After the cutscene, retrace your steps with Prompto to the back of the train. You will need to eliminate an Armored Axeman on the way. Note that the enemies you will encounter in this sequence are weak to Lightning, so prioritize weapons imbued with this element. If you purchased a Thunderbolt Greatsword from the Altissia or Cartanica arms vendor, now is a good time to equip it. Note that Ignis will not be with you to offer his essential element-inducing technique in this section of the story.

03



In this sequence, your goal is to protect the train, with its current structural integrity represented by the gauge at the top of the screen. The Shock Troopers are the primary threat. They move slowly, but will inflict severe damage once within range.

04



As you also need to manage a steady stream of imperial troops, this encounter is a delicate balancing act. Focus on the most pertinent targets while always keeping track of the next Shock Trooper's advance. Whenever one gets too close to the train, eliminate it as an absolute priority. Powerful daggers can be a solid choice here, as almost all of your opponents are weak to them. Weapons naturally imbued with Lightning can also wreak havoc, though Armored Assassins resist this element. In addition, make regular use of R1/RB in conjunction with Ⓡ: this is the most efficient way to keep tabs on all enemies in the arena.

05



When an imperial tank enters the fray, immediately warp to it and press ◎/Ⓑ to destroy it. You will then automatically warp back to the train.

06



When the imperial assault crafts begin firing at the train, look for blue markers that indicate point-warp opportunities. To destroy these vehicles, you'll need to get up close.

07



There are two ways to destroy the ships. The first is to eliminate Shock Troopers, as the ensuing explosion is sufficiently powerful to send the craft crashing down. Be swift to warp to a different ship when the one you're currently on begins to fall. If you fail to do so before the timer expires, the game will be over.

08

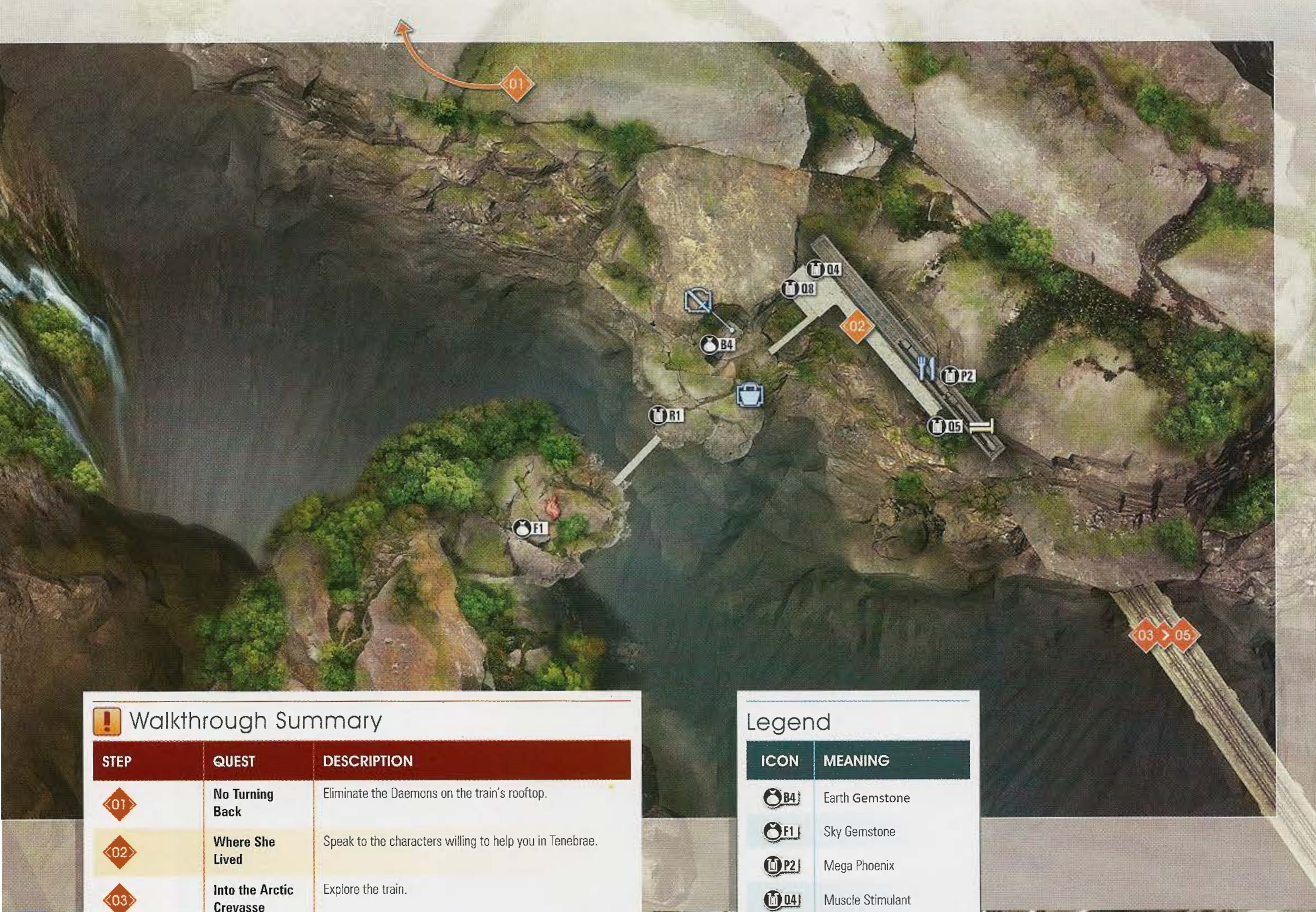


The second option is to man a turret on the side of a ship to take down other enemy vessels within range, though this is not easy to achieve given the chaotic nature of this encounter.

09



When the imperial assault crafts have been destroyed, quickly warp back to the train. Don't worry about intervening obstacles: if you can see a blue marker, Noctis will warp through solid surfaces to reach safety. This completes the **Express Train for Trouble** quest and brings the chapter to a close.



Walkthrough Summary

STEP	QUEST	DESCRIPTION
01	No Turning Back	Eliminate the Daemons on the train's rooftop.
02	Where She Lived	Speak to the characters willing to help you in Tenebrae.
03	Into the Arctic Crevasse	Explore the train.
04 – 05	Breath of the Glacian	Wipe out the Daemons outside the train.

Legend

ICON	MEANING
B4	Earth Gemstone
F1	Sky Gemstone
P2	Mega Phoenix
04	Muscle Stimulant
05	Reflex Enhancer
08	Flesh Fortifier
R1	Magitek Booster



STEP-BY-STEP WALKTHROUGH

Enemy Analysis (see page 231)

NAME	NOTES
Gargoyle	Weak to Polearms, Shields, Lightning, and Light; resistant to Fire
Wraith	Weak to Swords, Firearms, Ice, and Light; resistant to Lightning
Snaga	Weak to Polearms, Daggers, Fire, and Light; resistant to Ice
Deathclaw	Weak to Shields, Machinery, Fire, and Light; resistant to Ice

01



The chapter begins with the **No Turning Back** quest, in which you face large groups of Daemons on the train roof. You are outnumbered in this battle, with Daemons lowering your maximum HP whenever they hit you, so prioritize defense. Guard constantly when you are under pressure, then seize any opportunity to counterattack. Light-imbued weapons are recommended here as all of your opponents are weak to this element. The quest ends when you reach the station.

02



After the cutscene, the **Where She Lived** mission begins. Your objectives here are very straightforward and all clearly marked by waypoints: follow Aranea, speak to Biggs, then head southwest and speak to Maria. You are then free to reboard the train to resume the adventure – but before you do so, be sure to pick up collectibles and check out the shopping opportunities. There's an arms vendor inside the aircraft close to where you meet Biggs and Wedge. You can also eat and rest inside the coaches opposite your train; a good meal will provide welcome boosts. Once you're ready to leave Tenebrae, speak to Biggs and Wedge at the waypoint. This completes your current quest.

03



The **Into the Arctic Crevasse** quest begins in the train and ends automatically after a set period of time, so take this opportunity to explore the coaches and pick up all available collectibles. As soon as you are out of the train, **Breath of the Glacian** begins. Your objective is to defeat several waves of Daemons in the surrounding area.

04



The battle becomes rather more demanding when a Deathclaw joins the fray. This dangerous adversary has a few very powerful attacks. First, the creature can send small detachable laser turrets in your direction that burn everything along straight vectors as they approach, then again as they return to the monster. The turrets cannot be phased through on their way back, so you need to sprint or warp away before they hit you. A second move is even more challenging: a large beam sweeps the entire area and cannot be phased through. Your best option is to warp sideways through the beam. The Deathclaw can also make its detachable turrets swirl around its body, dealing damage to all within melee range. Finally, it can propel its claws out before they return along the same path.

05



Given that defending isn't an easy task against the Deathclaw, your best bet is to finish it off as quickly as possible. It is weak to Shields, Machinery, Fire, and Light. Any weapon naturally imbued with Light is a solid choice here. If you opt for a Durandal or Radiant Lance, you can perform long aerial combos, airdancing at the monster's back to inflict significant damage. As an added benefit, staying within melee range of the creature can make it easier to avoid its special attacks; its close combat skills, such as tail swipes, are much less of a threat and can be phased through or parried. An alternative option is to equip the Star of the Rogue (the Royal Arm obtained at the Myrlwood): you can use this to attack from a safe distance, and regularly point-warp to blue marker positions when you're in danger. Warp-strikes from these vantage points are powerful, but they quickly deplete your HP, so make sure you monitor this closely. Assailing the Deathclaw with a Flame Gun from range is also a viable strategy, but will extend the duration of the encounter. The rest of the chapter is story-oriented and poses no difficulty.

STEP-BY-STEP WALKTHROUGH



01



Noctis is stripped of his weapons and magic as the **The Imperial Capital** quest begins, preventing him from fighting. This leaves you no choice but to sprint to the freight car at the back of the train. Hold the guard button at all times when in close proximity to Daemons; there are also instances where you can jump above them. Do not stop until you reach the Regalia.

02



After the cutscene, a driving sequence begins. Your goal here is to make it into Gralea before the city gate closes – or, more specifically, before the onscreen timer reaches zero. The driving controls are the same as usual (hold R2/RT to accelerate and steer with L), so the challenge lies in your ability to avoid the dangers and obstacles on the way. An efficient approach is to remain in the center of the road by default, gently adjusting your course whenever you encounter a hazard. During the final phase of the ride, the Regalia becomes a little harder to drive. Try briefly lifting off the accelerator every once in a while to keep the car under control: drifting can lead to unpredictable consequences.

03



Once you're back on foot, head to the waypoint. When you are separated from your allies and ambushed by Daemons, quickly run away from them by jumping aboard the next train car. You are defenseless here, so escaping is the only option. Exit the train via the left-hand door and run up the stairs. **The Imperial Capital** ends when you enter the building.

Note that your ability to manually save will be limited to occasional "safe rooms" throughout this chapter. In addition to this functionality, these rooms also enable you to rest (and therefore restore Noctis's max HP) and to return to Lucis via the Call Umbra function. This latter feature can be especially important if you feel under-leveled. Many opportunities await you back in Lucis, and all the experience that you can acquire will make the challenges that lie ahead that much easier.

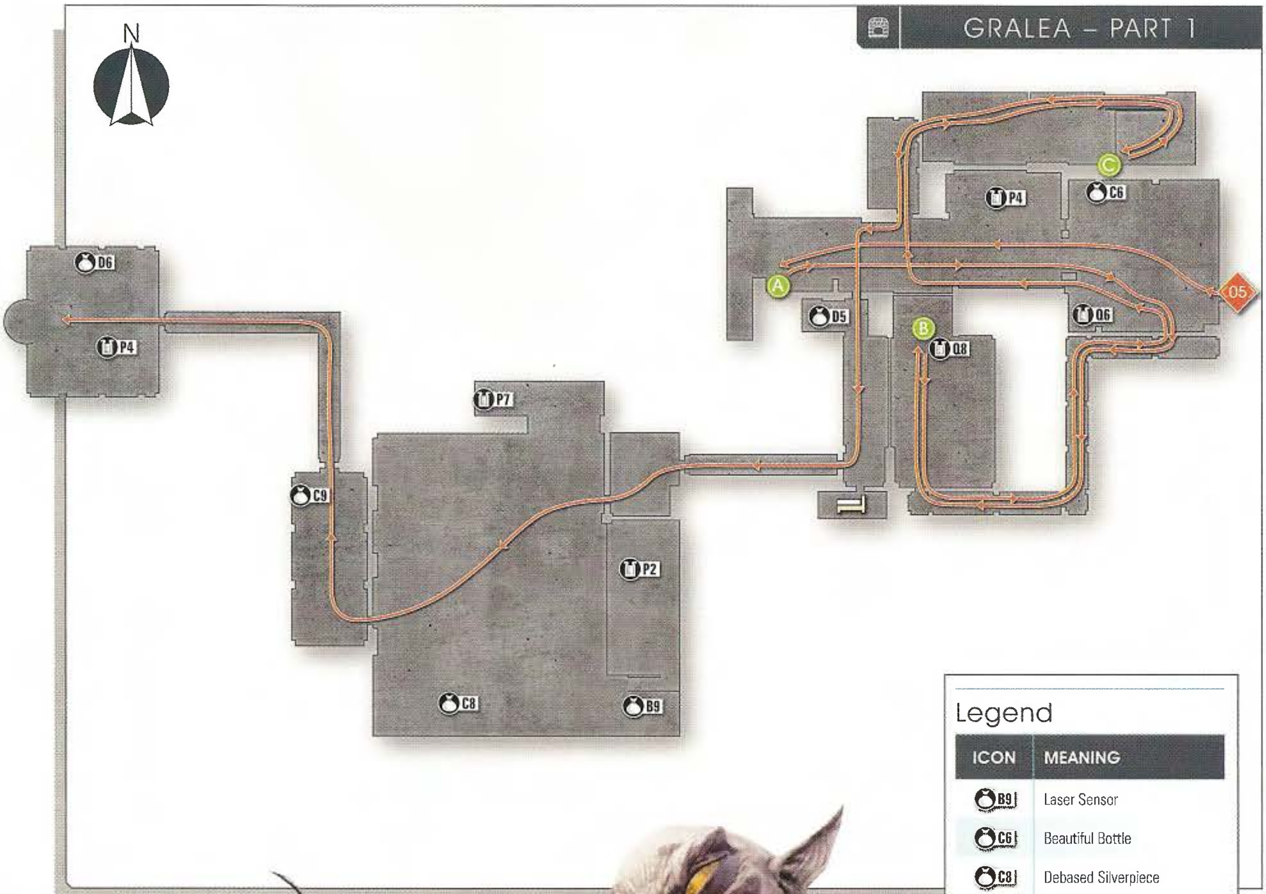
04



As the **A King's Struggle** quest begins, Noctis equips himself with the Ring of the Lucii, granting him three powerful commands:

- **Death** (○/B) is your standard attack, sentencing enemies to annihilation after channeling for a few seconds. Defeating opponents with this move partly heals Noctis, making it an essential survival tool.
- **Holy** (□/X) enables you to counter as you phase through enemy attacks. This move cannot be used in exactly the same way as phasing, though, as holding the button constantly drains your MP. This defensive move must be deployed sparingly, and ideally executed a fraction of a second before an enemy attack hits Noctis. Each successful Holy restores a portion of your MP, however, making this a potentially very effective combat method with practice.
- **Alterna** (△/Y) is a charged attack that annihilates up to four targets in a small area, though you should note that it can only be used with a full MP bar and with a target locked on. This powerful last resort spell depletes all or most of Noctis's MP. If you need to refill your MP gauge quickly, consider consuming an Ether (or any other item with an equivalent effect), or find an object against which you can take cover.

Walkthrough
Enemy Analysis
Chapter 01
Chapter 04
Chapter 06
Chapter 08
Chapter 13
Chapter 14

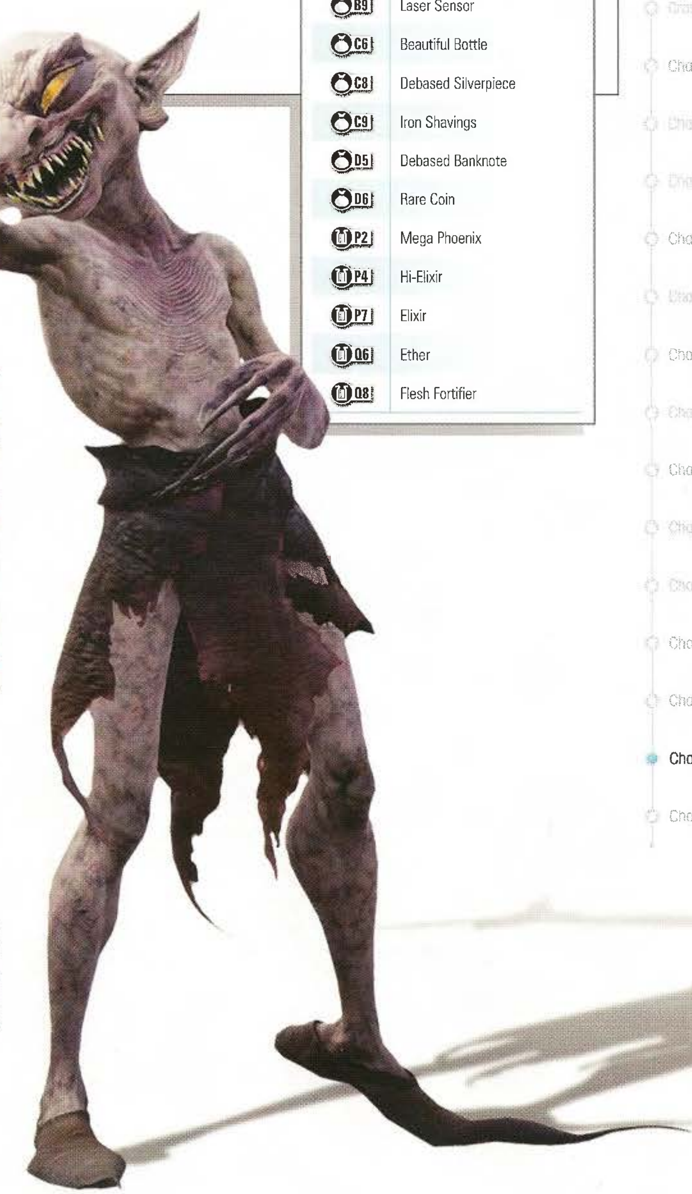


Legend

ICON	MEANING
B9	Laser Sensor
C6	Beautiful Bottle
C8	Debased Silverpiece
C9	Iron Shavings
D5	Debased Banknote
D6	Rare Coin
P2	Mega Phoenix
P4	Hi-Elixir
P7	Elixir
Q6	Ether
Q8	Flesh Fortifier



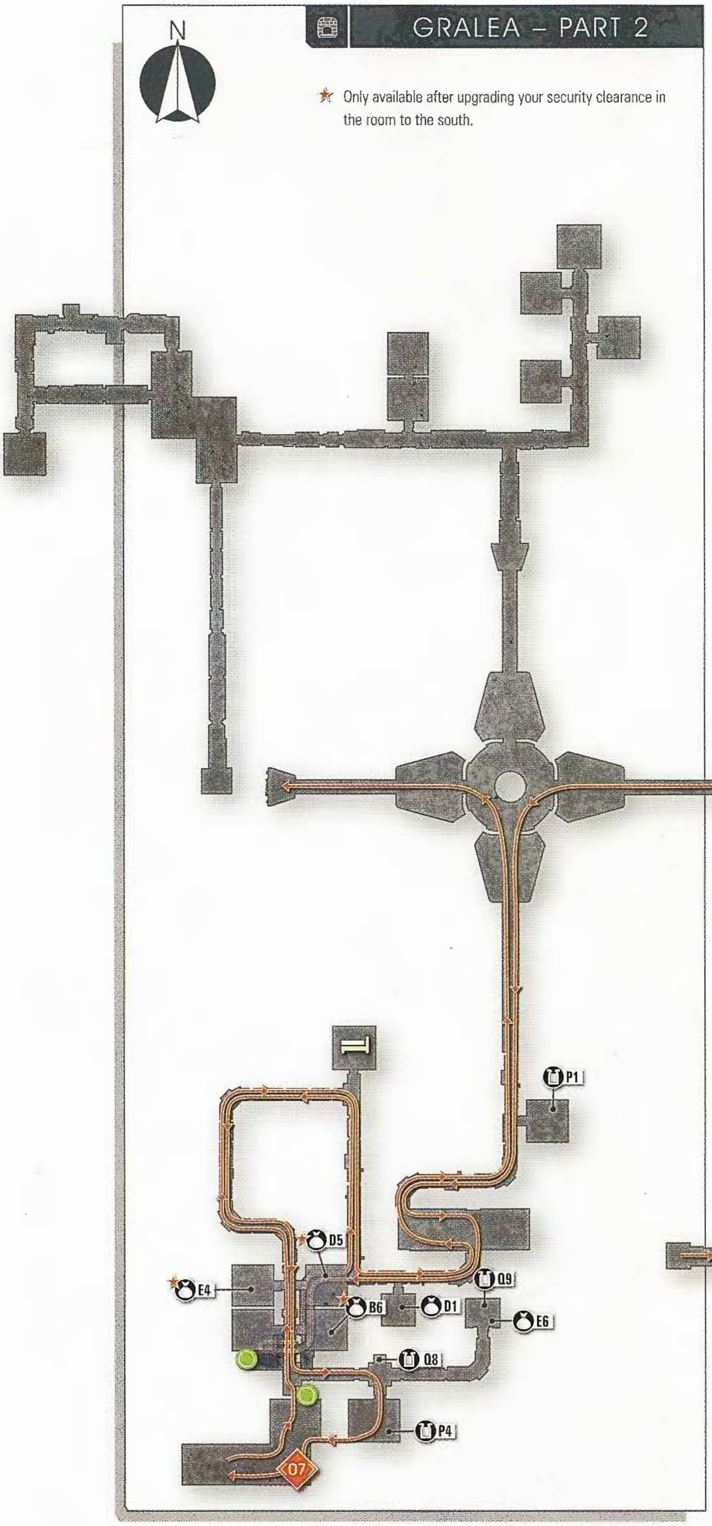
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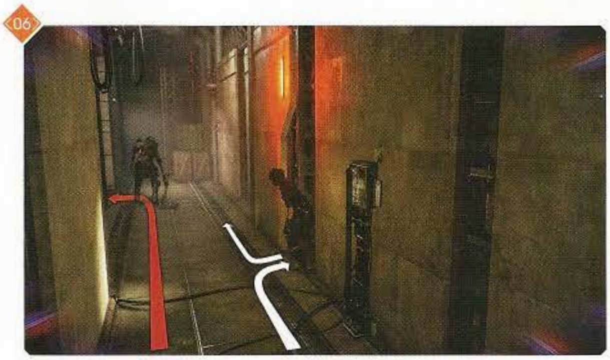


This level features various switches that control associated doors. The first of these (marked A on our map) is just a few steps ahead of your starting position. Operating it unlocks the door to the southeast. Head through it to operate switch B, then activate the main control at C before you head to the elevator. The entire path is clearly marked on our map, so simply follow this if you need any visual guidance. Rest in the safe room on the way to restore your maximum HP.

Enemy Analysis (see page 231)

NAME	NOTES
Snaga	Weak to Polearms, Daggers, Fire, and Light; resistant to Ice





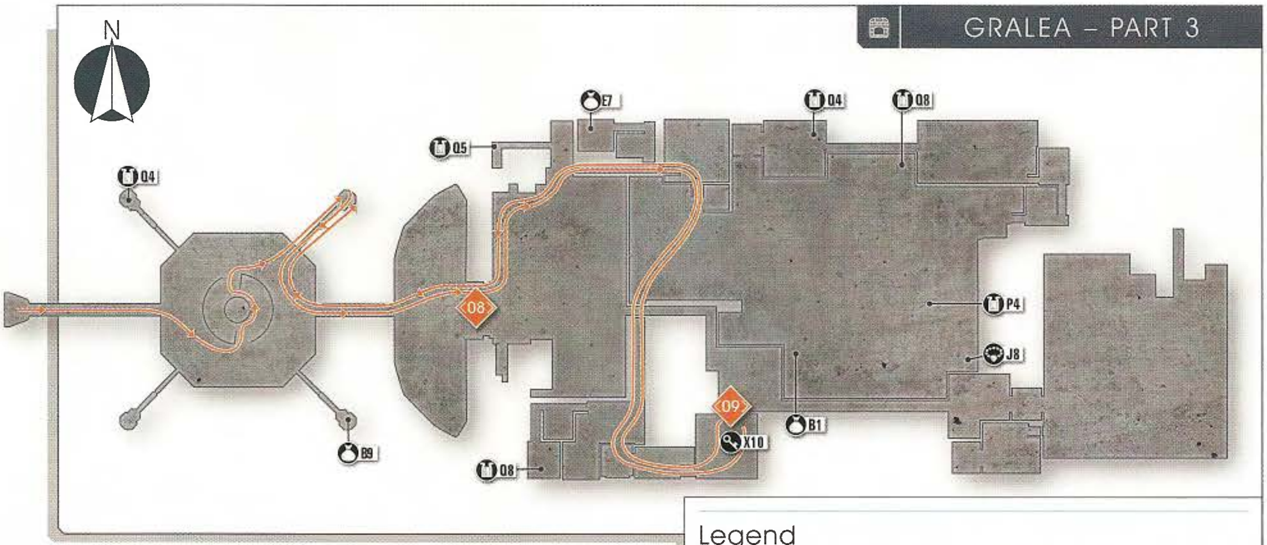
In this section you will encounter Rogue Axemen. As these foes are near-impervious to standard damage, you will need to run away from them when they spot you, then hide in recesses in the walls until they depart. They patrol along set routes, so all you need to do is stay hidden until you see them pass in front of you, then quietly leave your hiding place and advance while their backs are turned. If you don't feel like playing hide-and-seek, simply obliterate the Rogue Axemen with the Alterna spell (hold △/Ⓨ while locked on to them at close range) once they have spotted you. This has a steep MP cost, but you can recharge your MP by taking cover for a moment. Alternatively, repeated use of the Holy counter (◎/Ⓧ) will make short work of them. Note that another Rogue Axeman appears when you pick up the security card in the northeastern room, close to the first safe room. This enables you to push deeper into the facility, as shown on our map, following the waypoint to the west. When the path forks, eliminate the Rogue Axemen that appear, then continue traveling west to upgrade your security clearance to Level 2. You can now retrace your steps to where the path forks and head on to the next floor.





To access this room, you need to squeeze through a small gap in the corner of the previous room. You are ambushed by an Uttu here. The Death spell takes a very long time to operate, so we suggest you opt for Holy instead: hold ◎/Ⓧ right before each enemy attack until all of your opponents fall. You can then squeeze through the gap between the crates, as shown here, then use the device to improve your card's security clearance to Level 3. With that done, retrace your steps all the way back to the central room. You can find the elevator a short walk to the west.

GRALEA – PART 3



Legend

ICON	MEANING	ICON	MEANING
B1	Chrome Bit	P1	Megalixir
B6	Mythril Shaft	P4	Hi-Elixir
B9	Laser Sensor	P6	Potion
D1	Shattered Timepiece	04	Muscle Stimulant
D2	Old Book	05	Reflex Enhancer
D5	Debased Banknote	08	Flesh Fortifier
D6	Rare Coin	09	Superior Restorative
E4	Magnetron	X5	Security Card
E6	Magitek Core	X10	Elevator Card
E7	Dynamo	(green circle)	Terminal/Switch
J8	Tempered Shield		

08



Follow the waypoint and the path shown on our map. When you reach the room with the Gargantua, walk alongside the wall to your left without making any moves that might invite unwanted attention. Once down the stairs, you should find the rest of the way uneventful. You can defeat the monster with the Death and Holy spells if you wish, though this is a rather long process with no palpable reward.

09



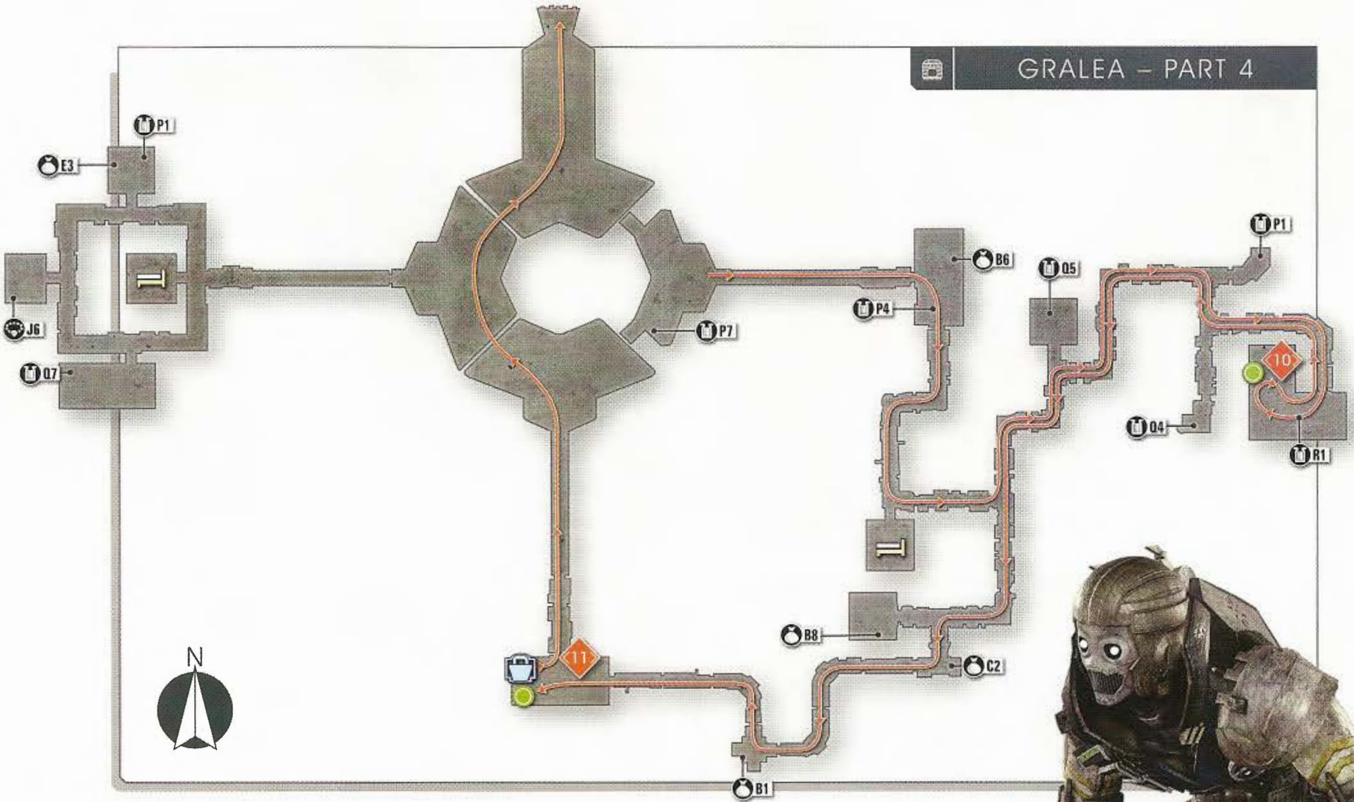
With the key card in hand, retrace your steps all the way to the control panel, once again avoiding the Gargantua. **A King's Struggle** ends when you activate the control panel.

Enemy Analysis (see page 231)

NAME	NOTES
Snaga	Weak to Polearms, Daggers, Fire, and Light; resistant to Ice
Rogue Axeman	Weak to Polearms, Daggers, and Ice; resistant to Lightning
Uttu	Weak to Greatswords, Machinery, Fire, and Light; resistant to Lightning
Gargantua	Weak to Greatswords, Shields, and Light; resistant to Fire
Haywire Axeman	Weak to Polearms, Daggers, and Ice; resistant to Lightning



GRALEA – PART 4





Legend

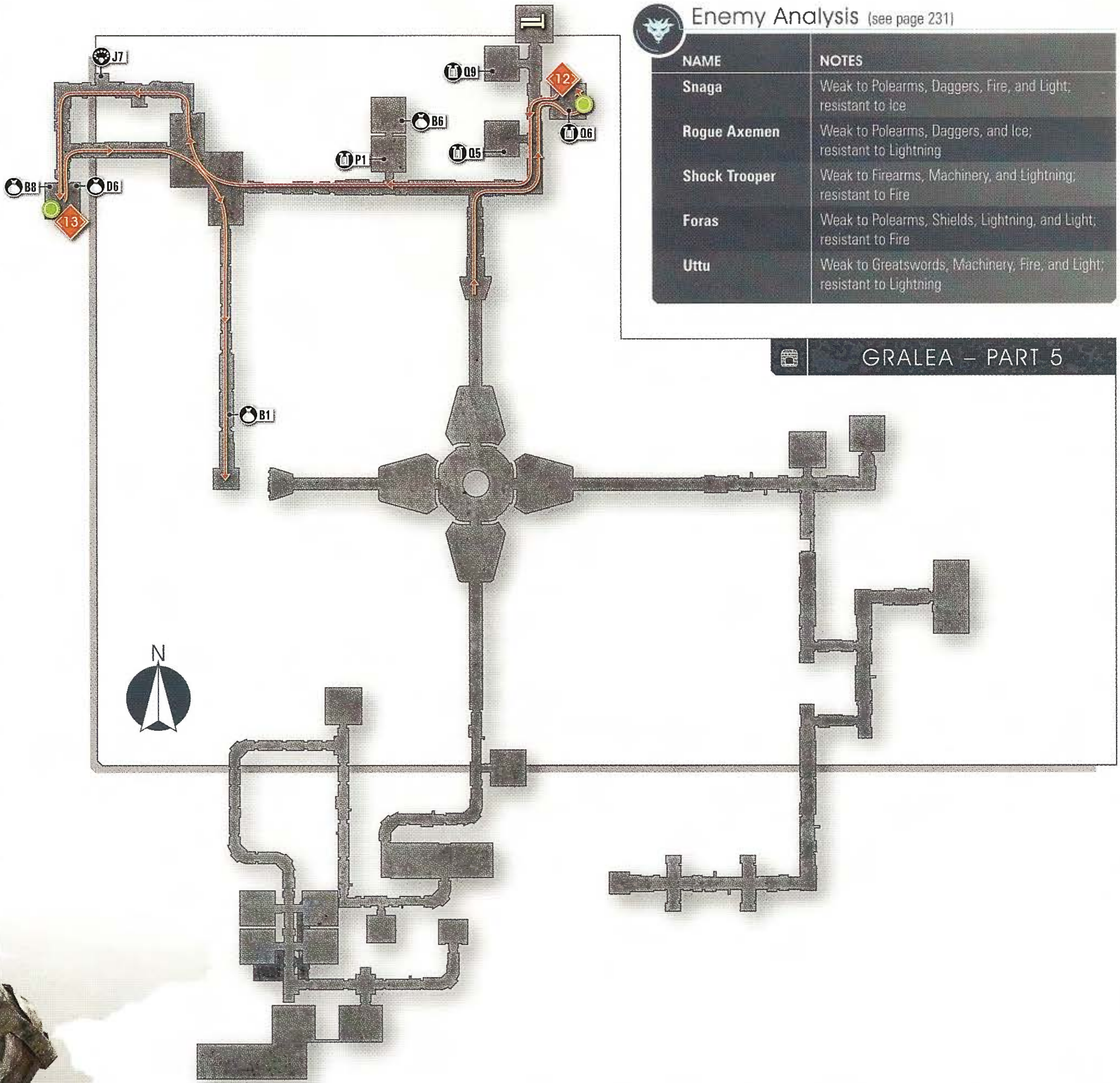
ICON	MEANING	ICON	MEANING
B1	Chrome Bit	P4	Hi-Elixir
B6	Mythril Shaft	P7	Elixir
B8	Gralean Medal of Distinction	Q4	Muscle Stimulant
C2	Metal Scrap	Q5	Reflex Enhancer
D6	Rare Coin	Q6	Ether
E3	Imperial Medal of Honor	Q7	Mega-Potion
J6	Chobham Armor	Q9	Superior Restorative
J7	Safety Bit	R1	Magitek Booster
P1	Megalixir	(green circle)	Terminal/Switch



The **Zegnautus Keep** quest is activated when you reach this floor level. In addition to the Ring of the Lucii, you now also have access to the Sword of the Father. Moments after you pass the safe room, poison gas begins to spread through the area, reducing Noctis's HP. Follow the path on our map to reach a room where you can operate a device to decontaminate the air. Being spotted in this area will slow your progress, and the longer you take to cleanse the air, the weaker you become. Hurry forward, using the Death command to both defeat your enemies and heal Noctis. If you feel overwhelmed, consuming a Superior Restorative can prove handy to mitigate the drain damage caused by the gas.



The route to the next objective is rather straightforward. When you reach the terminal, upgrade your key card to security clearance Level 4, and don't miss the opportunity to stock up on consumable items at the adjacent vending machine. You can now head to the elevator to the north. A Foras attacks you while you wait for the elevator to arrive. This is a very dangerous opponent that you cannot defeat for now. Immune to Alterna, it attacks relentlessly and unpredictably, making it hard to find openings. Focus on defending, though you should note that both your standard phase move and Holy are ineffective against some of the monster's assaults, particularly one: when it vanishes and suddenly reappears, striking from above (fully regenerating its health in the process). The best way to dodge this is to roll-dodge away (you can keep track of the creature's movements on the mini-map). Rush to the elevator as soon as it is available.



Enemy Analysis (see page 231)

NAME	NOTES
Snaga	Weak to Polearms, Daggers, Fire, and Light; resistant to Ice
Rogue Axemen	Weak to Polearms, Daggers, and Ice; resistant to Lightning
Shock Trooper	Weak to Firearms, Machinery, and Lightning; resistant to Fire
Foras	Weak to Polearms, Shields, Lightning, and Light; resistant to Fire
Uttu	Weak to Greatswords, Machinery, Fire, and Light; resistant to Lightning

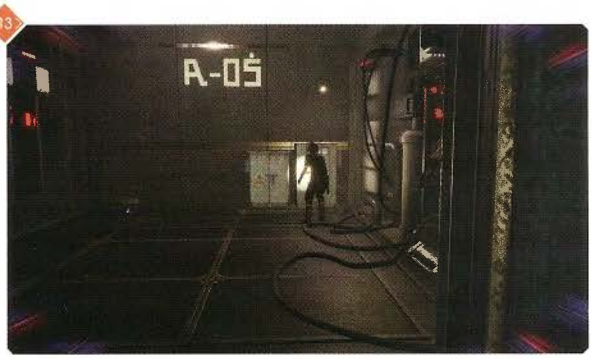
Quickstart
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12



After you partially restore power at the waypoint, you are attacked by the Foras again. As the creature restores its HP every time it vanishes to strike from above, running away is still the most practical solution: the monster will give up as soon as you reach the stairs to the west. An Uttu will attack you in the next main room. It should pose little difficulty at this stage: parry its assaults and it will quickly succumb to combos with the Sword of the Father.

13

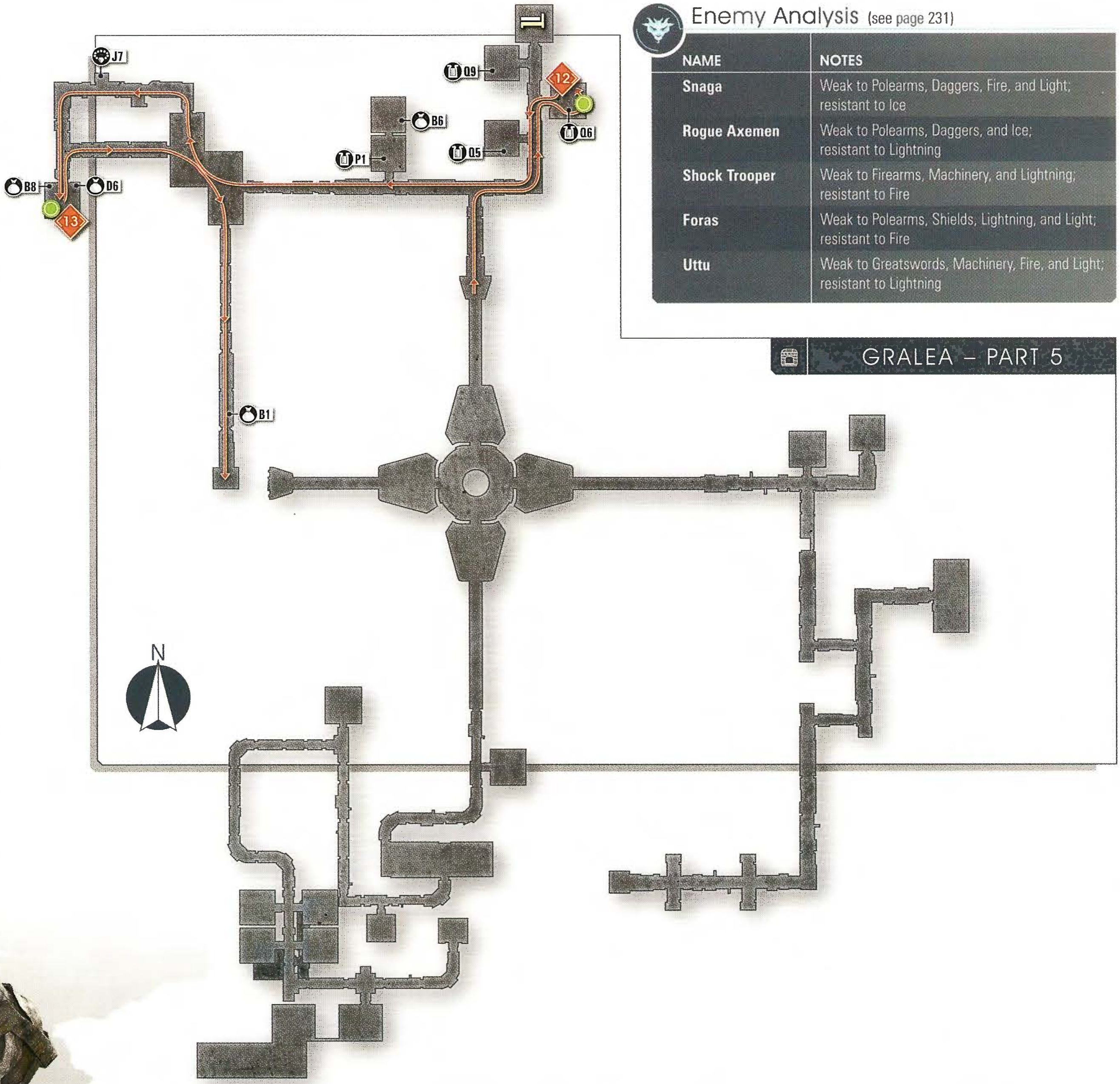


You can now head to the second generator, shown here. You will encounter a few Rogue Axemen on the way, but these fall easily to the Sword of the Father. When the Foras joins the fray, however, flee and sprint straight to the elevator, following the path indicated on our map. It will once again replenish its health every time it vanishes, so there is little point in facing it at this stage.

Enemy Analysis (see page 231)

NAME	NOTES
Snaga	Weak to Polearms, Daggers, Fire, and Light; resistant to Ice
Rogue Axemen	Weak to Polearms, Daggers, and Ice; resistant to Lightning
Shock Trooper	Weak to Firearms, Machinery, and Lightning; resistant to Fire
Foras	Weak to Polearms, Shields, Lightning, and Light; resistant to Fire
Uttu	Weak to Greatswords, Machinery, Fire, and Light; resistant to Lightning

GRALEA – PART 5

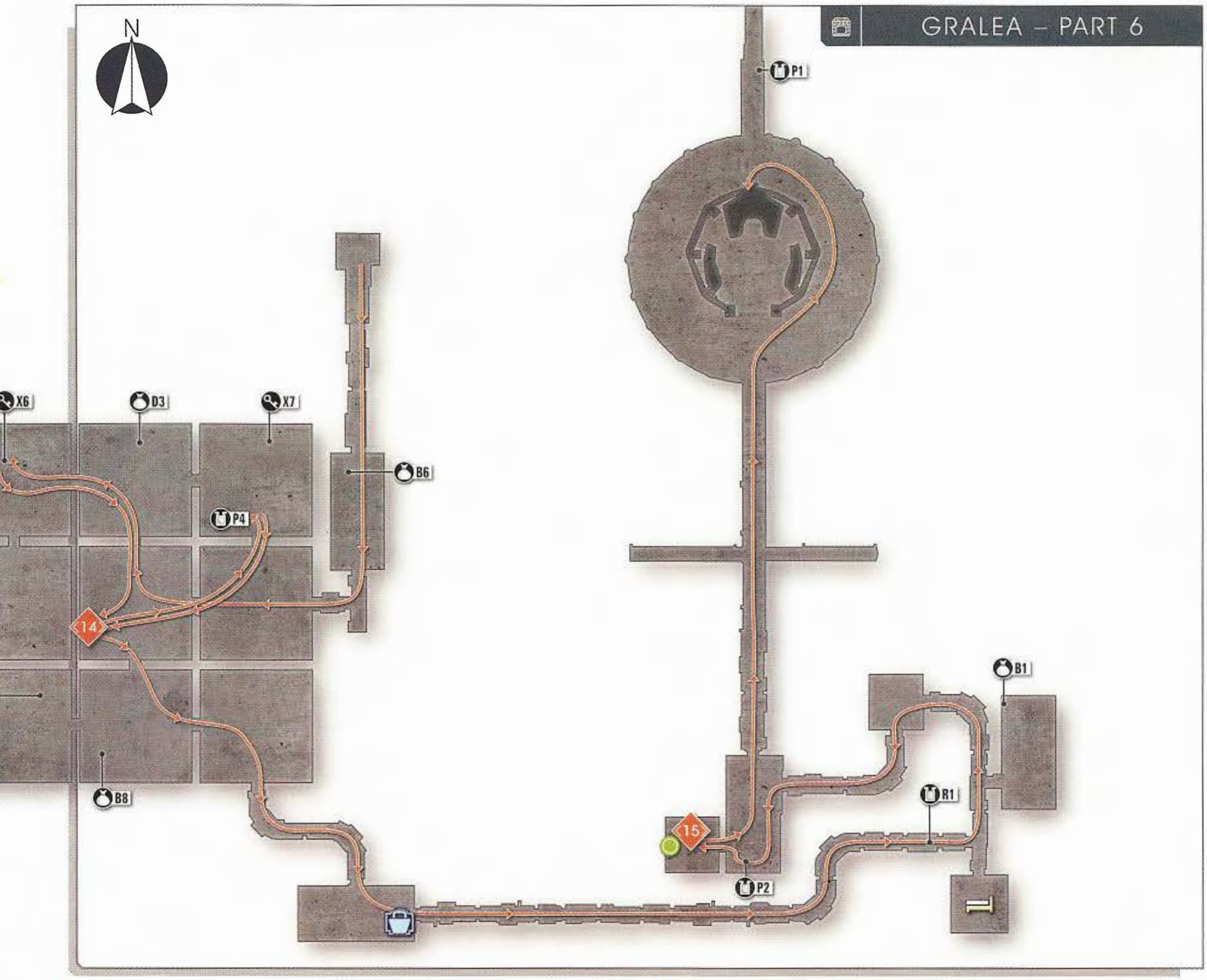


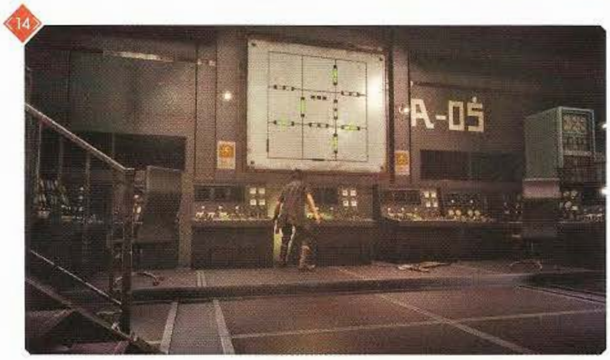


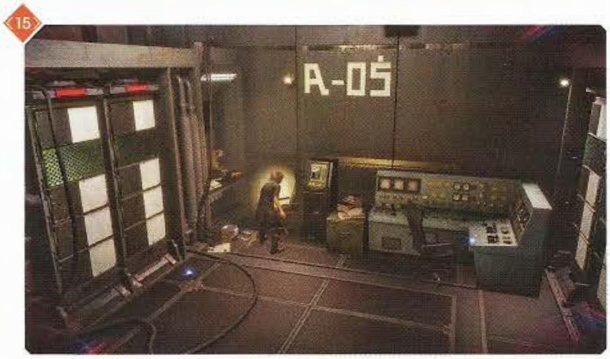


After you partially restore power at the waypoint, you are attacked by the Foras again. As the creature restores its HP every time it vanishes to strike from above, running away is still the most practical solution: the monster will give up as soon as you reach the stairs to the west. An Uttu will attack you in the next main room. It should pose little difficulty at this stage: parry its assaults and it will quickly succumb to combos with the Sword of the Father.

You can now head to the second generator, shown here. You will encounter a few Rogue Axemen on the way, but these fall easily to the Sword of the Father. When the Foras joins the fray, however, flee and sprint straight to the elevator, following the path indicated on our map. It will once again replenish its health every time it vanishes, so there is little point in facing it at this stage.





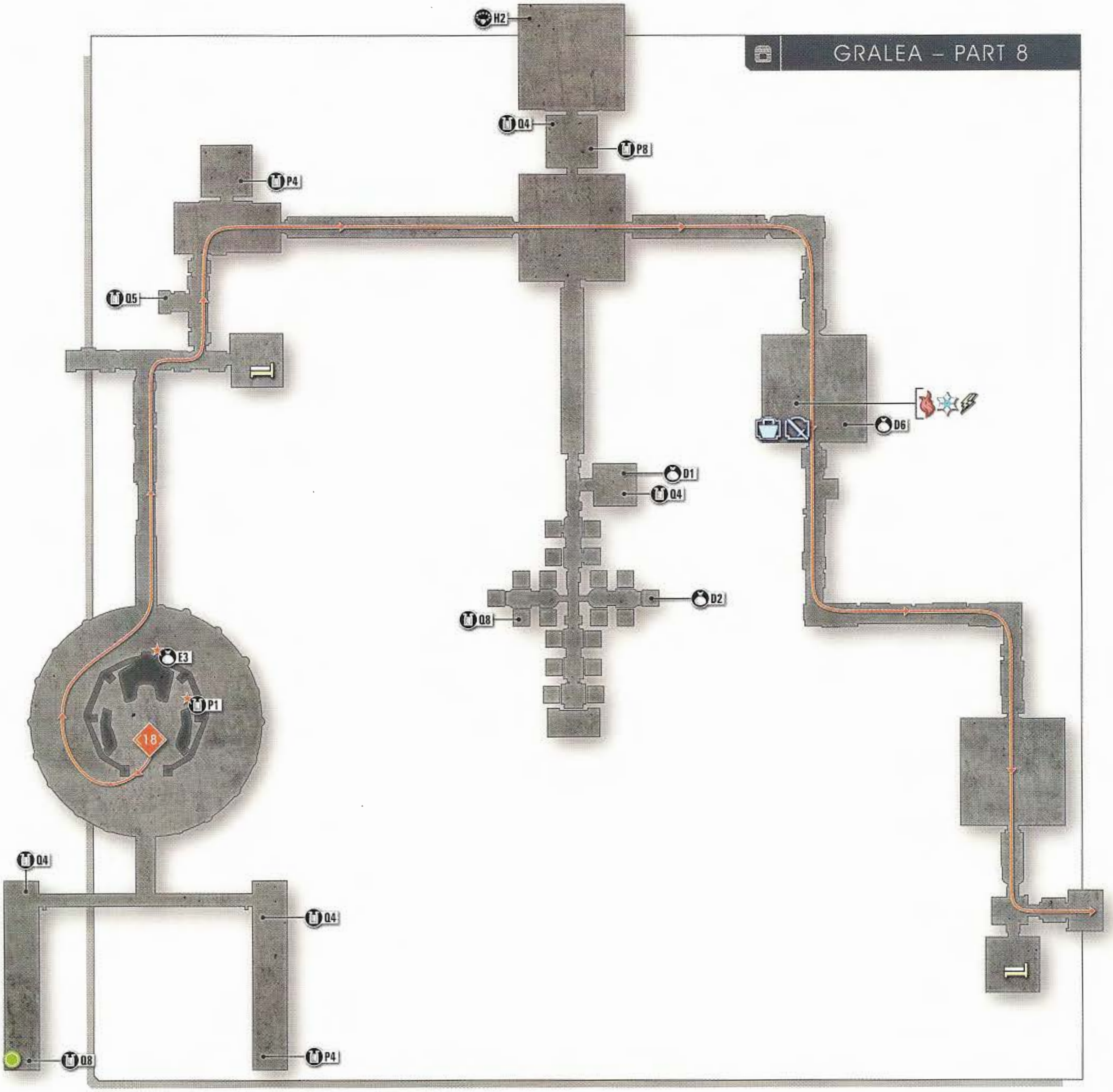


When you reach the nine adjacent square rooms, head to the central one, where you will find a panel displaying which doors are open via green lights. Before you touch the controls, retrieve the **Panel B Key Card** in the northwest room, then return to the panel and activate the corresponding switch. You can now collect the **Panel C Key Card** in the northeast room. Back at the panel, deactivate switch **A** and activate switch **C** instead: only **B** and **C** should be turned on to open the way to the exit. (Note that you must turn on either switches **A** and **C** or **A** and **B** to access the west and southwest rooms respectively.)

Follow the path shown on our map until you reach the room depicted here. Interact with the device to upgrade your key card once more (to Level 5 this time), then head to the back of the platform to the north and activate the switch.

Enemy Analysis (see page 231)

NAME	NOTES
Snaga	Weak to Polearms, Daggers, Fire, and Light; resistant to Ice
Rogue Axemen	Weak to Polearms, Daggers, and Ice; resistant to Lightning
Shock Trooper	Weak to Firearms, Machinery, and Lightning; resistant to Fire
Foras	Weak to Polearms, Shields, Lightning, and Light; resistant to Fire
Wraith	Weak to Swords, Firearms, Ice, and Light; resistant to Lightning
Gargantua	Weak to Greatswords, Shields, and Light; resistant to Fire



Enemy Analysis (see page 231)

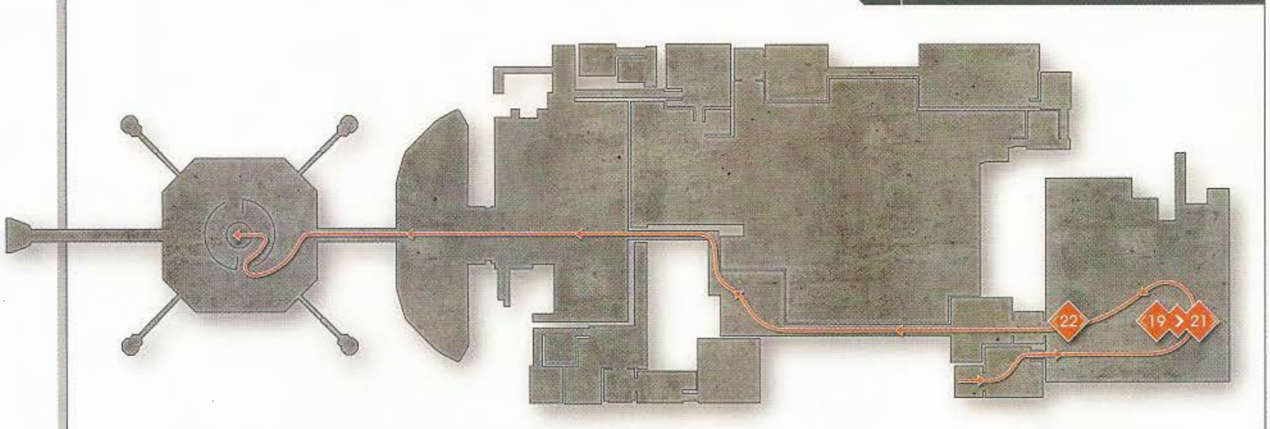
NAME	NOTES
Snaga	Weak to Polearms, Daggers, Fire, and Light; resistant to Ice
Rogue Axemen	Weak to Polearms, Daggers, and Ice; resistant to Lightning
Shock Trooper	Weak to Firearms, Machinery, and Lightning; resistant to Fire
Foras	Weak to Polearms, Shields, Lightning, and Light; resistant to Fire
Reaper	Weak to Greatswords, Shields, Fire, and Light; resistant to Ice
Alberich	Weak to Swords, Shields, Fire, and Light; resistant to Lightning
Ravus	Weak to Light; resistant to Fire, Ice, and Lightning
Gargantua	Weak to Greatswords, Shields, and Light; resistant to Fire

18



After the battle against the Gargantua, retrace your steps to the security room filled with screens, then take the east corridor – but be prepared to face cohorts of Daemons on the way. Light-infused weapons and Holy (with the Ring of the Lucii) are very effective here. You will also find two vending machines, with the unit selling consumables offering a welcome opportunity to replenish your stocks of recovery items. In the room past the vending machines you will encounter the Foras creature one more time. With the help of your friends and your full arsenal, though, this is now a very different encounter. Foras is susceptible to Polearms, Shields, Lightning, and Light, so a Radiant Lance will make a difference. Whenever the monster focuses on one of your allies, redouble your offensive efforts to finally take it down.

GRALEA - PART 9



Legend

ICON	MEANING	ICON	MEANING	ICON	MEANING
D1	Shattered Timepiece	H2	Bulletproof Suit	04	Muscle Stimulant
D2	Old Book	P1	Megalixir	05	Reflex Enhancer
D6	Rare Coin	P4	Hi-Elixir	08	Flesh Fortifier
E3	Imperial Medal of Honor	P8	Hi-Potion		

19



As intimidating as he may look, Ravus is rather slow and has a tendency to telegraph his attacks; he either focuses before executing them, or he adopts a specific stance (such as raising an arm or kneeling down). Despite this, don't underestimate his capacity for dirty tricks. One of his blows can inflict Stop: the only way to get rid of this ailment is to wait until it wears off, though you can preemptively equip the party with accessories that prevent it, such as a Golden Hourglass or Ribbon. Ravus is also distinguished by his very large HP total, so defeating him is something of a marathon. To tip the odds in your favor, equip Light-imbued weapons (Ravus's only weakness), avoiding all other elements (which he resists). Royal Arms such as the Sword of the Father can also be solid choices.

20



Some of Ravus's most dangerous attacks can be deceptive, as they require a charging time. You might be tempted to use this as an opportunity to attack while he is defenseless, but the price you will pay for your overenthusiasm will be high, as these attacks cannot be blocked or parried. So: when he kneels down, sprint or roll-dodge away from the imminent explosion of darkness that he unleashes as he stands up again. Likewise, when he charges for several seconds with a gray aura flowing from his body, flee. It fires in a cone in front of Ravus, so if you can position yourself behind him, you will be completely out of harm's way. Point-warping can also be an effective way to escape.

21

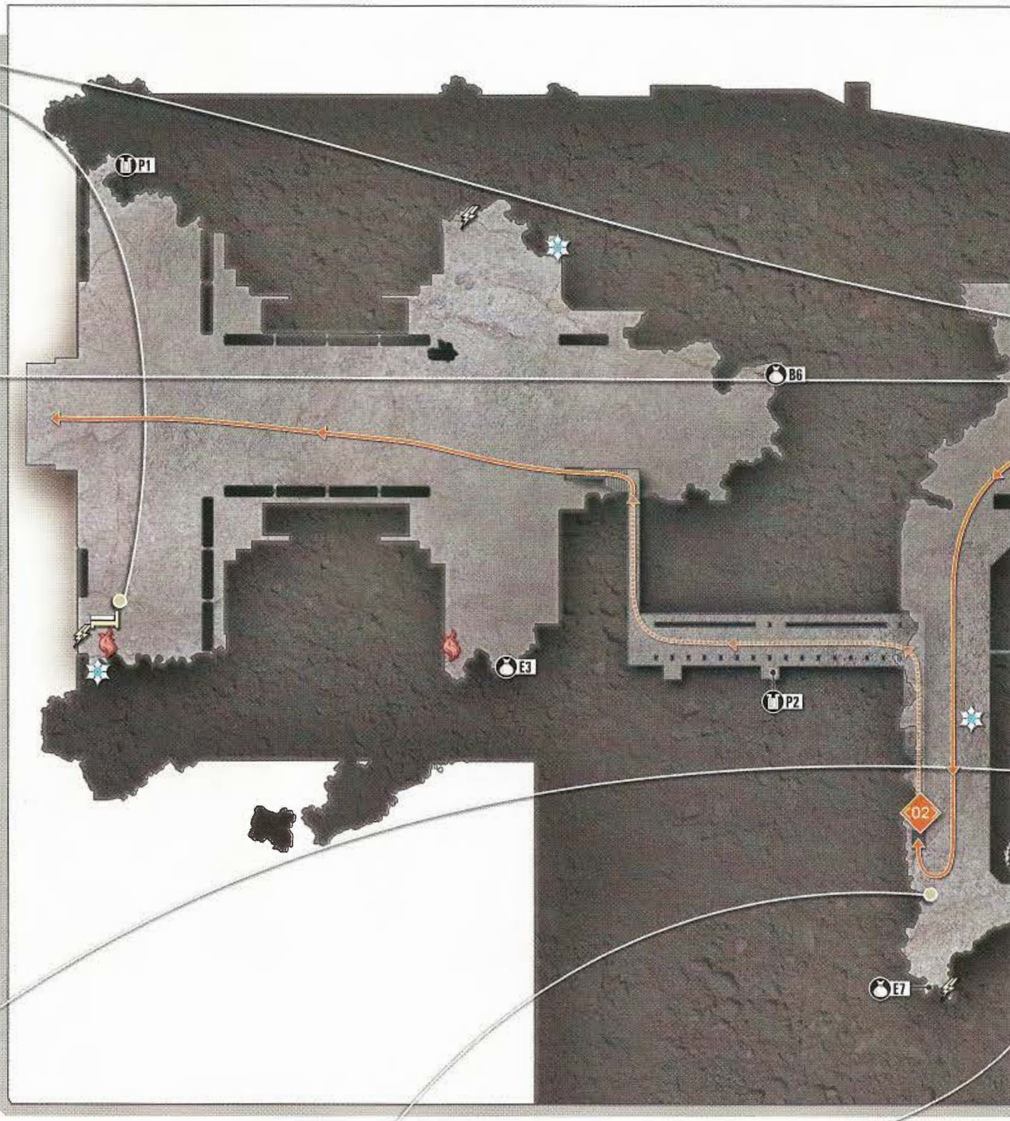


If you struggle to beat Ravus, one safe method consists of staying as far away from him as possible (the arena is quite large) and launching opportune warp-strikes with your strongest weapon before retreating; you can also use the blue markers around the arena to the same effect. This can be a bit of a grind, but maintaining a cautious distance between you and Ravus will mean that you are rarely in great danger.

22



The battle against Ravus is immediately followed by a confrontation with an imposing army of foes, including Foras, Gargantuas, and various other Daemons. You can survive (and even defeat multiple enemies) relatively easily by keeping Holy active at all times with the Ring of the Lucii, but the flow of enemies is endless. To make things worse, the hangar's gate soon begins to close, giving you very little time to leave. Against such odds, it's obviously necessary to take the elevator and just sprint to the exit. Roll-dodge or jump above enemies, and don't stop for a moment until you go through the gate. Finally, head to the elevator and follow the linear platform to the end. The sequences that follow are best enjoyed with no guidance whatsoever.



Safe Rooms

There are two rooms where you can rest in Insomnia, both accessible via an underground entrance. Feel free to use these liberally to restore your HP and to tally up EXP.



Iseultalon

This is one of the more dangerous creatures roaming in Insomnia. You should be familiar with its attack patterns and timing from your earlier encounter with a Deathclaw in Chapter 12. If you feel sufficiently strong enough to eliminate it, we suggest a very aggressive strategy. The creature is weak to Greatswords, so choose your most powerful blade in this category and infuse it with Fire via Ignis's Enhancement technique. Staying at melee range, execute sweeping blows to hit all body parts simultaneously and cause significant damage. Being so close to your target offers the benefit of keeping you out of range of its special attacks. For the rest, phase and parry consistently, and follow up with counters. If things go awry, seize any summoning opportunity that arises – an Astral can really tip the odds in your favor.

Nagarani

A single Nagarani is manageable, but they are extremely deadly in pairs. Equip a powerful Greatsword and regularly infuse it with Lightning through Ignis's Enhancement technique: this makes area attacks that hit multiple body parts incredibly effective. Whatever happens, focus all your efforts on one of the creatures to eliminate it rapidly. If you are propelled away, warp-strike back to the specimen you have already weakened. The Nagaranis can petrify a target (immediately use a Gold Needle item when this happens) or turn a party member into a toad (which can be cured with a Maiden's Kiss); they can also summon a series of water pillars, forcing you to abandon your offensive and phase until the attack sequence ends.



Ariadne

Relatively weak compared to the other monsters in the area, Ariadne can technically petrify your party members. If you immediately assail it with a Greatsword imbued with Fire via the Enhancement technique, though, it probably won't have the time to inflict any harm.



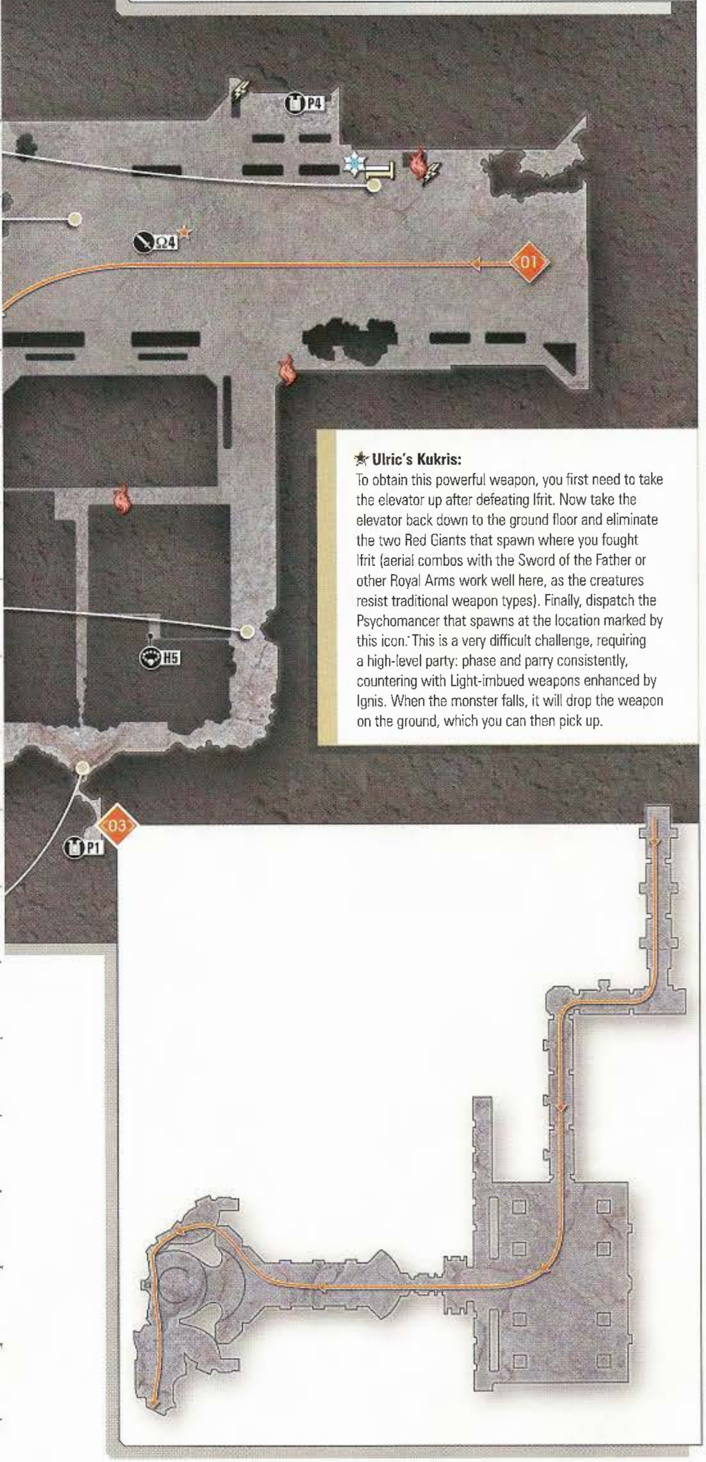
Yojimbo

This foe is also easy to defeat. Equipped with a Sword boosted with Ignis's Enhancement technique, parry its blows then counter immediately. It should pose little resistance.



Legend

ICON	MEANING	ICON	MEANING
P1	Megalixir	E3	Imperial Medal of Honor
P2	Mega Phoenix	E7	Dynamo
P4	Hi-Elixir	H5	Fire Crest
B6	Mythril Shaft	Ω4	Ulric's Kukris

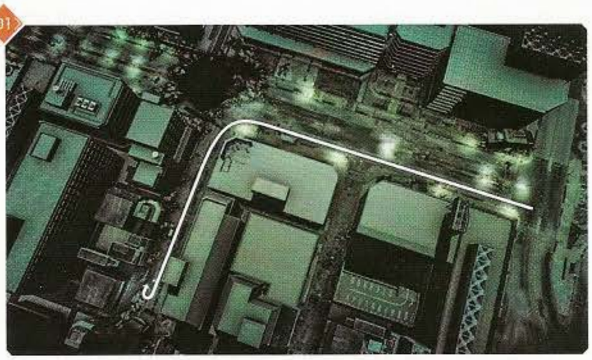


★ Ulric's Kukris:
To obtain this powerful weapon, you first need to take the elevator up after defeating Ifrit. Now take the elevator back down to the ground floor and eliminate the two Red Giants that spawn where you fought Ifrit (aerial combos with the Sword of the Father or other Royal Arms work well here, as the creatures resist traditional weapon types). Finally, dispatch the Psychomancer that spawns at the location marked by this icon. This is a very difficult challenge, requiring a high-level party: phase and parry consistently, countering with Light-imbued weapons enhanced by Ignis. When the monster falls, it will drop the weapon on the ground, which you can then pick up.

After the first two boss battles, head up the stairs, open the building's door and take the elevator (you will find a button by the elevator door). Once upstairs, a corridor will take you to the throne room, as shown on the image above. Follow your nemesis up the stairs and then warp back at street level to trigger the game's finale (see page 110 for details).

STEP-BY-STEP WALKTHROUGH

01



During the opening section of the chapter (World of Ruin), the objective is to reach the top of the hill overlooking Galdin Quay. The Ring of the Lucii's Death spell can make short work of many of the Daemons you will encounter on the way, while Holy excels against groups. Light-imbued weapons are also effective. The harder creatures are immune to the effect of the ring, however, and will only fall to advanced strategies and a high-level Noctis. Feel free to use the local haven to rest between bouts of fighting or to call Umbra. If your current level is less than 45, we strongly recommend a trip back to Lucis to earn EXP through sidequests. Stock up on recovery items when you reach Hammerhead, then interact with the gate when you are ready to head to Insomnia. Once at the Crown City, your objective in the first section of the map is to reach the entrance shown here. Though the Eternal Troopers are insignificant, there are multiple dangerous creatures roaming in this area. Refer to the captions linked to this map for more details. If you feel under-prepared, this location can be exploited to farm EXP by repeatedly eliminating the enemies within your level of proficiency, then resting in the underground safe room close to your starting position

02



Once underground, open the closed gate by activating the switch to the left, then proceed along the corridor to your left where you will encounter more opponents. Eliminate the troopers equipped with guns in priority. Once all foes are down, open the gate at the other end of the passage to reemerge at ground level. Head to the waypoint to trigger a first boss battle (see overleaf for details). Once this is over, open the gate and walk to the Citadel to engage a second boss.

Enemy Analysis (see page 231)

NAME	NOTES
Goblin	Weak to Polearms, Daggers, Fire, and Light; resistant to Ice
Tonberry	Weak to Daggers, Firearms, Ice, and Light; resistant to Lightning
Naga	Weak to Greatswords, Daggers, Ice, and Light; resistant to Fire
Lich	Weak to Swords, Firearms, Ice, and Light; resistant to Lightning
Skeleton	Weak to Greatswords, Machinery, Ice, and Light; resistant to Lightning
Garchimacera	Weak to Swords, Shields, Fire, and Light; resistant to Lightning
Hobgoblin	Weak to Greatswords, Machinery, Fire, and Light; resistant to Lightning
Iron Giant	Weak to Greatswords, Shields, and Light; resistant to Fire
Eternal Trooper	Weak to Firearms, Shields, and Fire; resistant to Lightning
Iseultalon	Weak to Shields, Machinery, Fire, and Light; resistant to Ice
Nagarani	Weak to Swords, Shields, Lightning, and Light; resistant to Fire
Yojimbo	Weak to Polearms, Firearms, Lightning, and Light; resistant to Fire
Ariadne	Weak to Greatswords, Machinery, Fire, and Light; resistant to Lightning
Salpinx	Weak to Swords, Shields, Fire, and Light; resistant to Lightning
Black Flan	Weak to Light; resistant to all other types of damage

Behemoth King



This monster is weak to Greatswords and Shields, and immune to Ice. Shields are perfect for defensive purposes but inflict limited damage. Greatswords, on the other hand, are optimal to deal damage but lead to protracted reaction times that are hardly compatible with this creature's ferocious rate of attack at melee range. One effective solution, though, is to opt for a Greatsword-based strategy that revolves around warp-strikes. Blade-warp to the monster, then immediately point-warp to a blue marker position, and repeat. This will leave you out of range of most of the Behemoth's attacks, while enabling you to deal significant damage.



If you have unlocked the Airstep line of abilities in the Combat Ascension tree (ideally all the way to the Airdance nexus), equip a powerful Sword or Polearm and unleash aerial combos: while airborne, you will be clear of many of the Behemoth's assaults (including the ones that freeze the ground), leaving you free to attack with impunity. Tilting Ⓛ in the relevant direction will enable you to follow your foe closely and maintain a constant barrage of strikes. With suitable bonuses to your Strength, and any debuffs that you can inflict, this strategy can deal enormous amounts of damage.



The monster's most dangerous attack is when it jumps high in the air then dives back, freezing everything around the point of impact. Make sure you successfully parry this blow, or point-warp to a blue marker position to avoid it.



The Behemoth King will also regularly lift one of its forelegs and hit the ground with it, again freezing everything in the vicinity. This is also a blow that cannot be phased through, so move away from the area of effect whenever you notice the telltale signs that it is imminent.



If you struggle with melee combat, consider using a firearm instead. This will enable you to stay clear of most of the monster's attacks – though, as usual, you will deal less damage and extend the overall duration of the battle. If you have retrieved the Star of the Rogue from the Myrlwood's Royal Tomb, you will be surprised by its efficiency as a ranged weapon: lower the monster's defense with Prompto's Piercer technique, then attack from a safe distance. This strategy limits your exposure to enemy assaults while offering solid damage output. You can occasionally point-warp to blue marker positions then blade-warp to your opponent from there, though this will take a toll on your HP.



Whenever you manage to topple the Behemoth, attack it relentlessly with your best weapon until it stands back up again. This is where a powerful Greatsword can make a real difference.



Ifrit



1st Phase: During the opening section of the battle, Ifrit remains seated on his throne. His main offensive technique is to regularly cast a stream of fire in your direction. You can phase through the entire attack via a lateral warp (with a brief tap on △/Ⓨ) or a standard warp-strike through the flames. Attacking Ifrit with melee weapons at ground level is complicated as he is hard to reach, and his flames regularly stop your assault. However, warp-strikes and aerial combos can be very effective, particularly with Ice-imbued Swords or Polearms. If you have unlocked the Ascension nexuses enabling you to perform longer combos while in midair (the Airstep line of Combat abilities), this method works well. Ifrit is likely to grab you and hurl you away after a while, but this trade in damage works very much in your favor.



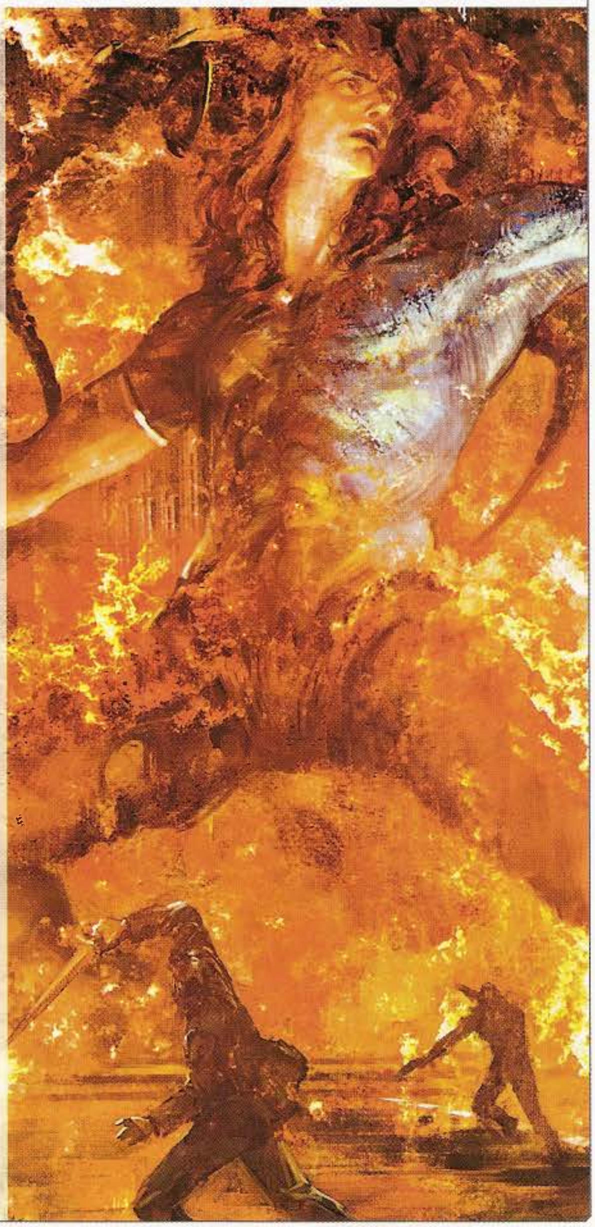
1st Phase: Alternatively, you can opt for a Firearm or the Star of the Rogue. Staying at mid-range from your opponent you can shoot him relentlessly. To escape the flames coming your way, you will need to either roll-dodge or perform a lateral warp. After you have dealt sufficient damage, you will be given the opportunity to summon Bahamut.



2nd Phase: Once Ifrit stands up after Bahamut's intervention, he becomes much more dangerous. He walks around the arena, often performing sword blows that emit fire waves. You can phase through these, or warp through them just as you did during the first section of the battle. Aerial combos are again recommended, particularly if you equip an Ice Brand or Ice Spear, or strengthen any powerful Sword or Polearm with Enhancement. The key aspect to take into account is that Ifrit is practically immune to damage when his body is ablaze. This means that you need to time your attacks accordingly. An efficient approach is to point-warp to a blue marker position and observe your opponent: the moment the flames disappear, warp-strike then follow up with a combo.



2nd Phase: Ifrit's most dangerous techniques occur when he jumps in the air. If he dives back towards you, make sure you parry the assault. If he throws you in the air, follow the onscreen button prompts to defend yourself, or at very least warp before hitting the ground to mitigate the fall damage. Other Astrals will offer you their assistance after you deal enough damage. Feel free to summon them immediately by holding L2/LB to end the confrontation.



Ardyn

PART 1





Being a former king of Lucis, Ardyn uses the exact same techniques as Noctis: he can change weapons on the fly and warp-strike from any position. This "mirror match" means that you should be familiar with all of his attacks and, in particular, the exact timing and length of his combos. Ardyn has no weaknesses, so wield whatever weapon type you are most comfortable with. The Ring of the Lucii can be a viable option: activate Holy every time Ardyn strikes and you will both dodge his assaults and deal damage. Players who struggle with Ardyn's attack patterns might find merit in this defense-oriented strategy.



After taking enough damage, Ardyn will start launching warp-strikes more frequently and in rapid succession. You can take advantage of this by triggering "duels" between Noctis and his nemesis, during which you are invited to press the attack button frenetically. These can happen when you successfully parry an enemy warp-strike, when you hit your opponent with a warp-strike of your own, or when both combatants perform a warp-strike simultaneously.



When Ardyn performs a longer, sword-based combo, be patient and phase through all blows (or, even better, use the Ring of the Lucii's Holy spell), only counter-attacking after his combo is over. You should be familiar with the number of hits in his combos based on the weapon type he's currently wielding. If in doubt, wait for the final attack, which is usually signposted by a slightly longer preparation time.



The ultimate way to defeat Ardyn consists of defending against each of his attacks with shield blocks. This will enable you to regularly interrupt his combos and push him backwards, creating quick counter possibilities. This is a technically demanding strategy, as it requires you to constantly juggle weapons. If executed flawlessly, however, it will enable you to take down your opponent quickly.



Ardyn will regularly cast spells during the battle. This is foreshadowed by an area-of-effect cloud appearing around Noctis. Accessories with elemental resistances can be a boon here. Alternatively, point-warp to any blue marker position to avoid the blast completely.

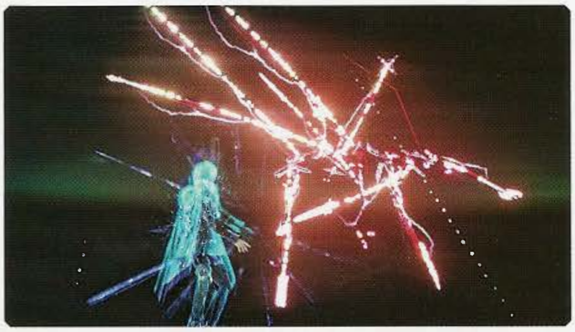


After sustaining significant damage, Ardyn adopts a new behavior and starts using two special attacks: he summons a field of purple energy, or focuses with purple energy around him and follows up with a wide slash attack. Both of these can be parried, creating counter openings.

PART 2



The second stage of this grand showdown begins when Ardyn's HP is down by one third. At this point, Noctis will fly while wielding the weapons of his ancestors. The most important thing during this entire phase is to stay on the offensive. Keep Ardyn locked-on at all times, and either maintain him under a constant storm of homing projectiles from afar, or warp-strike to him to close the distance. Your speed and power should be sufficient to keep Ardyn stun-locked for entire barrages.



Whenever Ardyn attacks you (which is signposted by the movements of the weapons around him), briefly phase to avoid damage, then switch back to your offensive strategy immediately. If you stay at a distance and use homing missiles, though, you will often be out of range of his assaults, leaving you free to attack with impunity.



When both fighters hit the ground again, phasing is no longer an option, so focus one more time on attacking. After a quick exchange, you will see onscreen prompts inviting you to press the attack button. Do so as requested to bring the battle to an end.

Post-Credits Play

The final cutscenes do not mark the end of your journey through ***Final Fantasy XV***'s adventure. After the credits roll, you are offered the opportunity to save your game. If you later load this save file from the title screen, it will enable you to restart in Insomnia's underground safe room – in what is technically considered as a Chapter 15. By taking a rest, you can then use the "Call Umbra" function to return to Lucis or Altissia and resume your exploration of the world. In addition to sidequests that you have yet to complete, there are various challenges and missions that are only available during this Chapter 15 "epilogue". Simply turn the page to read about these endgame activities...



Sidequests

SIDEQUESTS

This chapter offers a comprehensive directory of all sidequests available in ***Final Fantasy XV***, with all the details you might need to complete them. While our Walkthrough features regular invitations to attend to optional challenges gradually as you play through the main storyline, the philosophy here is to provide you with a convenient, easy-to-use reference chapter. Sidequests are sorted thematically according to their type, enabling you to easily find details on a mission you are currently undertaking, or study future challenges in order to plan more efficient road trips.

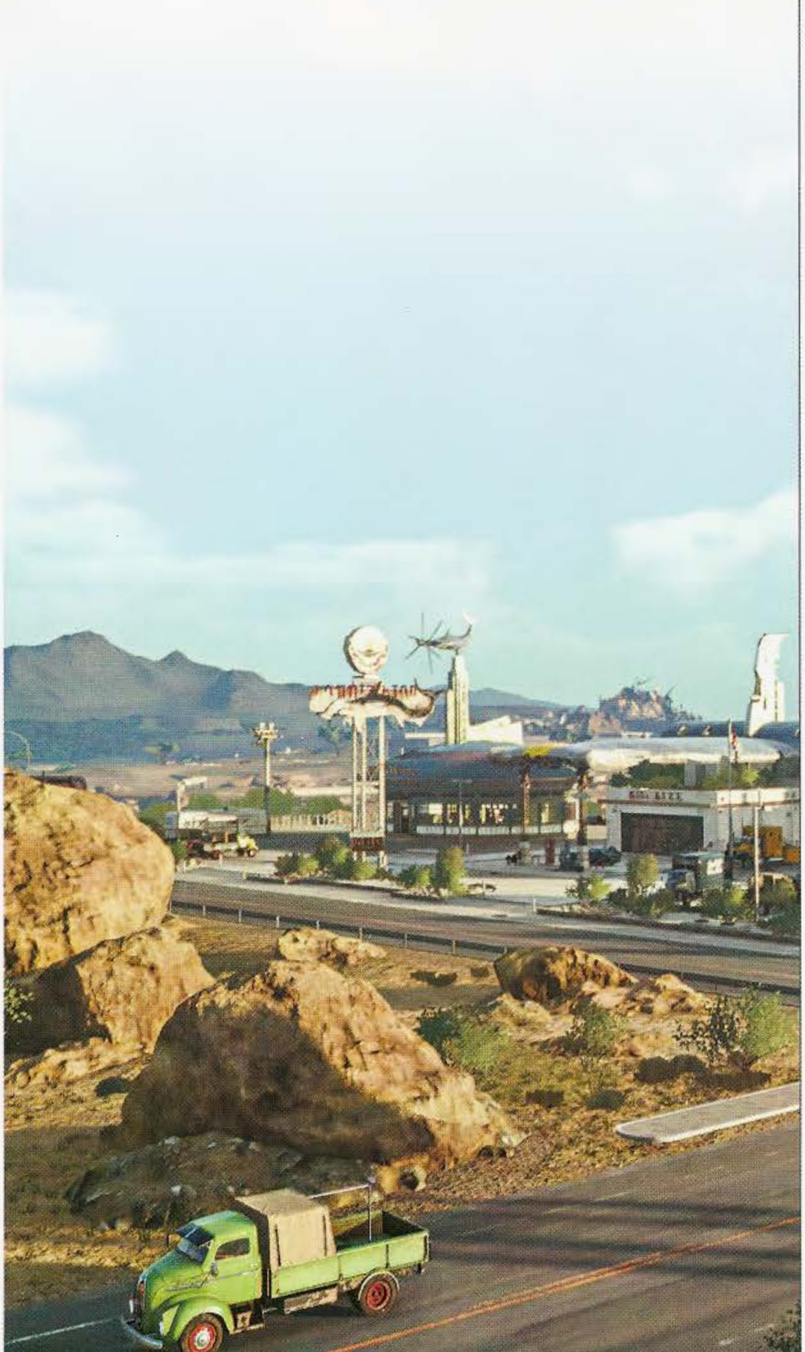


RESCUES

These short and simple assignments require you to locate individuals in assorted states of despair as you explore, then save them with a specified recovery item: either a potion or an antidote. You should therefore always ensure that you have a healthy stock of these restoratives at hand, as it's not uncommon to stumble upon these mini-missions while involved with other pursuits.

Rescue sidequests are not flagged within the game world until you move inside the boundaries of a small invisible perimeter that surrounds each person in distress. At this point, you can select the assignment as your active quest and search within the highlighted area to locate them, then provide the requested item.

These mini-missions can be a lucrative source of EXP during earlier chapters if you know exactly where to look and approach them in an efficient order (especially so if tackled in tours that also encompass the similar Broken Car missions, and Hunts). Whenever you set out to a new destination, make a habit of referring back to this section to learn which rescues you can complete during the journey.



Rescues: Leide



WHEN YOU BELIEVE

- **Unlock Condition:** Reach Chapter 09 and complete "Palpable Pain".
- **Reward:** 1,000 EXP, 6,000 Gil



PALPABLE PAIN

- **Unlock Condition:** Reach Chapter 02 and complete "Tired of Running".
- **Reward:** 350 EXP, 900 Gil



TIRED OF RUNNING

- **Unlock Condition:** Available from the start.
- **Reward:** 300 EXP, 500 Gil



DISTRESS IN THE DESERT

- **Unlock Condition:** Reach Chapter 02 and complete "Lost Without a Potion".
- **Reward:** 350 EXP, 900 Gil



LOST WITHOUT A POTION

- **Unlock Condition:** Reach Chapter 02 and complete "Search and Rescue".
- **Reward:** 350 EXP, 900 Gil







SEARCH AND RESCUE
- **Unlock Condition:** Complete **The Mutant Marauder.**
- **Reward:** 300 EXP, 500 Gil



A CRY FOR HELP
- **Unlock Condition:** Visit the Longwythe Rest Area and speak to the motel owner to advance **The Errand Prince.**
- **Reward:** 300 EXP, 500 Gil



AN EXAGGERATED INJURY
- **Unlock Condition:** Reach Chapter 02 and complete "Scared and Stranded".
- **Reward:** 350 EXP, 900 Gil



SCARED AND STRANDED
- **Unlock Condition:** Reach Chapter 02 and complete "A Cry for Help".
- **Reward:** 350 EXP, 900 Gil



CONCEAL, DON'T FEEL
- **Unlock Condition:** Complete "A Cry for Help".
- **Reward:** 300 EXP, 500 Gil

Rescues: Duscae



IN LOW SPIRITS
- **Unlock Condition:** Reach Chapter 09 and complete "All By Myself".
- **Reward:** 350 EXP, 900 Gil



THE VERGE OF DESPAIR
- **Unlock Condition:** Reach Chapter 09 and complete "In Low Spirits".
- **Reward:** 1,000 EXP, 2,500 Gil



ALL BY MYSELF
- **Unlock Condition:** Reach Chapter 03.
- **Reward:** 350 EXP, 900 Gil



WRACKED WITH ANXIETY
- **Unlock Condition:** Reach Cape Caem in Chapter 06.
- **Reward:** 350 EXP, 900 Gil



DOWN ON YOUR LUCK
- **Unlock Condition:** Reach Chapter 09.
- **Reward:** 1,500 EXP, 6,000 Gil



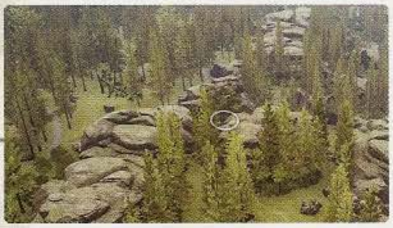




TREMBLING WITH FEAR
- **Unlock Condition:** Complete the "A Behemoth Undertaking" hunt (see page 166).
- **Reward:** 350 EXP, 900 Gil



ACCURSED CURIOSITY
- **Unlock Condition:** Reach Chapter 03 and complete "All By Myself".
- **Reward:** 350 EXP, 900 Gil



THE FAINT OF HEART
- **Unlock Condition:** Complete the "A Behemoth Undertaking" hunt (see page 166) and reach Cape Caem in Chapter 06.
- **Reward:** 350 EXP, 900 Gil



A HURTING HEART
- **Unlock Condition:** Reach Chapter 03.
- **Reward:** 350 EXP, 900 Gil



WEARY AND WOUNDED
- **Unlock Condition:** Reach Chapter 09 and complete "A Hurting Heart".
- **Reward:** 1,000 EXP, 2,500 Gil

Rescues: Cleigne



NOT SO EASY ANYMORE

- **Unlock Condition:** Reach Chapter 09 and complete "Blame the Beasts!"
- **Reward:** 1,000 EXP, 2,500 Gil



BLAME THE BEASTS!

- **Unlock Condition:** Reach Chapter 08.
- **Reward:** 500 EXP, 1,500 Gil



KEEPING THE FAITH

- **Unlock Condition:** Reach Chapter 09 and complete "A Little Slip-Up".
- **Reward:** 1,500 EXP, 6,000 Gil



INJURED AND INTROSPECTIVE

- **Unlock Condition:** Reach Chapter 09 and complete "Keeping the Faith".
- **Reward:** 1,500 EXP, 6,000 Gil



ALAS, POOR HUNTER...

- **Unlock Condition:** Visit Cape Caem.
- **Reward:** 500 EXP, 1,500 Gil







ALMOST OUT OF HOPE

- **Unlock Condition:** Reach Chapter 03.
- **Reward:** 500 EXP, 1,500 Gil



POOR, MISFORTUNATE SOUL

- **Unlock Condition:** Clear the Glacial Grotto dungeon in Chapter 03 and complete "Almost Out of Hope".
- **Reward:** 500 EXP, 1,500 Gil



SCARED AND LONELY

- **Unlock Condition:** Reach Chapter 06.
- **Reward:** 500 EXP, 1,500 Gil



LOSING HEART

- **Unlock Condition:** Reach Chapter 09 and complete "Alas, Poor Hunter..."
- **Reward:** 1,500 EXP, 6,000 Gil



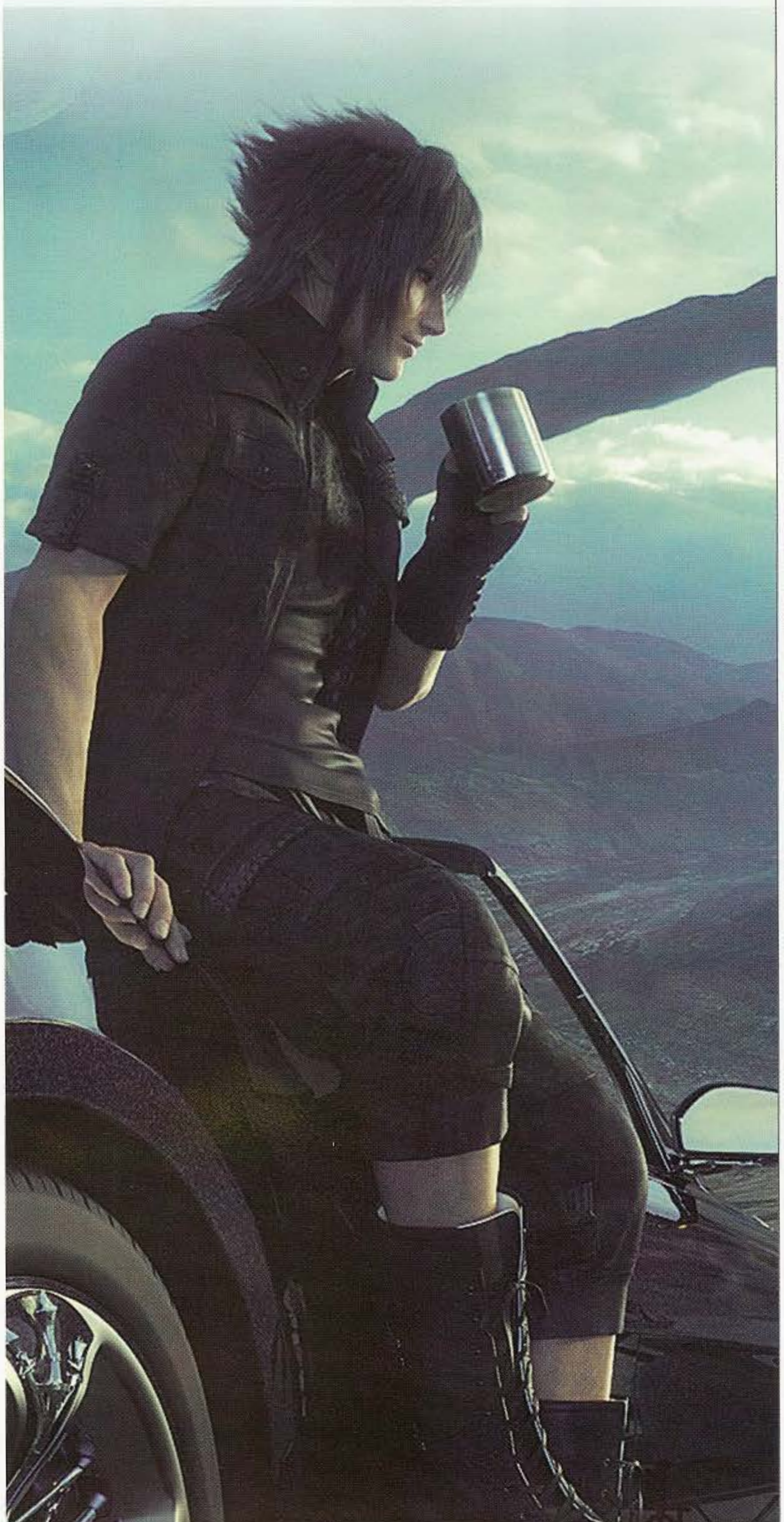
A LITTLE SLIP-UP

- **Unlock Condition:** Visit Cape Caem.
- **Reward:** 500 EXP, 1,500 Gil

BROKEN CARS

In these missions your objective is to assist stranded drivers found by roadsides. They all need you to provide a repair kit – an item categorized as a treasure and available for purchase at Hammerhead's Mini-mart, as well as Mini-marts at all three Coernix Stations.

As with potions and antidotes for rescue missions, we suggest that you carry several repair kits with you at all times to enable you to complete chance encounters immediately.



Broken Cars: Leide





STRANDED ON THE SAND

- **Unlock Condition:** Reach Chapter 02 and complete "Highway Helper".
- **Reward:** 500 EXP, 900 Gil



AUTOMOTIVE AGITATION

- **Unlock Condition:** Reach Chapter 09 and complete "Stranded on the Sand".
- **Reward:** 1,500 EXP, 6,000 Gil



UNLUCKY DRIVER

- **Unlock Condition:** Available from the start.
- **Reward:** 300 EXP, 500 Gil



CAR-MIC RETRIBUTION

- **Unlock Condition:** Reach Chapter 04, visit Cape Caem, and complete "Broken-Down".
- **Reward:** 500 EXP, 1,500 Gil



WAITING FOR HELP

- **Unlock Condition:** Reach Chapter 04 and complete "Car-mic Retribution".
- **Reward:** 350 EXP, 900 Gil





ROADSIDE ASSISTANCE

- **Unlock Condition:** Reach Chapter 03 and complete "Stranded on the Sand".
- **Reward:** 500 EXP, 900 Gil



HIGHWAY HELPER

- **Unlock Condition:** Available from the start.
- **Reward:** 300 EXP, 500 Gil



CARELESS IN A CAR

- **Unlock Condition:** Reach Chapter 09 and complete "Highway Helper".
- **Reward:** 1,500 EXP, 6,000 Gil



ONE TUNE-UP TOO MANY

- **Unlock Condition:** Reach Chapter 03 and complete "Unlucky Driver".
- **Reward:** 350 EXP, 900 Gil



BROKEN-DOWN

- **Unlock Condition:** Available from the start.
- **Reward:** 300 EXP, 500 Gil

Broken Cars: Duscae



SHOULDA BEEN SERVICED

- **Unlock Condition:** Head to Coernix Station – Lestallum during Chapter 06.
- **Reward:** 350 EXP, 900 Gil



I'M LATE!

- **Unlock Condition:** Retrieve the Regalia during Chapter 05 and complete "New to the Road".
- **Reward:** 500 EXP, 1,500 Gil



NEW TO THE ROAD

- **Unlock Condition:** Reach Chapter 03.
- **Reward:** 350 EXP, 900 Gil



THE JOLLY JOYRIDER

- **Unlock Condition:** Reach Chapter 03.
- **Reward:** 350 EXP, 900 Gil



TUNE-UP, SHIVA-UP

- **Unlock Condition:** Reach Chapter 09 and complete "Shoulda Been Serviced".
- **Reward:** 1,500 EXP, 6,000 Gil







WILD BEASTS ON THE OPEN ROAD

- **Unlock Condition:** Reach Chapter 03.
- **Reward:** 500 EXP, 1,500 Gil



THAT BRAND-NEW CAR SMELL

- **Unlock Condition:** Retrieve the Regalia during Chapter 05 and complete "Shoulda Been Serviced".
- **Reward:** 350 EXP, 900 Gil



THE PERPETUAL PASSENGER

- **Unlock Condition:** Reach Chapter 09 and complete "The Jolly Joyrider".
- **Reward:** 1,500 EXP, 6,000 Gil



THROUGH A ROSE-TINTED WINDSHIELD

- **Unlock Condition:** Reach Chapter 09 and complete "The Perpetual Passenger".
- **Reward:** 1,500 EXP, 6,000 Gil



HURRYING HOME

- **Unlock Condition:** Complete "Through a Rose-Tinted Windshield".
- **Reward:** 500 EXP, 1,500 Gil

Broken Cars: Cleigne



KEEP CALM AND KEEP DRIVING

- **Unlock Condition:** Reach Chapter 08 and complete "Dude, Where's My Car?"
- **Reward:** 800 EXP, 2,500 Gil



A DRIVER IN DESPAIR

- **Unlock Condition:** Reach Cape Caem during Chapter 06, and complete "Vehicle Vexation".
- **Reward:** 400 EXP, 1,500 Gil



MY BELOVED CHARIOT

- **Unlock Condition:** Visit Cleigne.
- **Reward:** 400 EXP, 1,500 Gil



ALONE ON THE ROAD

- **Unlock Condition:** Reach Chapter 09 and complete "My Beloved Chariot".
- **Reward:** 1,500 EXP, 6,000 Gil



A MANIC MOTORIST

- **Unlock Condition:** Reach Chapter 09 and complete "My Beloved Chariot".
- **Reward:** 1,500 EXP, 6,000 Gil







DUDE, WHERE'S MY CAR?
- **Unlock Condition:** Reach Chapter 06.
- **Reward:** 800 EXP, 2,500 Gil



BIG HEAD BEHIND THE WHEEL
- **Unlock Condition:** Reach Cape Caem during Chapter 06.
- **Reward:** 400 EXP, 1,500 Gil



OH MY GREASE-MONKEY GODDESS!
- **Unlock Condition:** Reach Cape Caem during Chapter 06, and complete "Big Head Behind the Wheel".
- **Reward:** 400 EXP, 1,500 Gil



VEHICLE VEXATION
- **Unlock Condition:** Visit Cleigne.
- **Reward:** 400 EXP, 1,500 Gil



PEDAL TO THE METAL
- **Unlock Condition:** Reach Chapter 09 and complete "A Manic Motorist".
- **Reward:** 1,500 EXP, 6,000 Gil

SCRAPS OF MYSTERY

This extensive series of secondary sidequests is a giant treasure hunt that takes you on a near-complete tour of Lucis. Individual "Mystery Maps" that trigger numbered Scraps of Mystery quests are hidden in very specific locations, with no prompt or highlight to draw your attention unless you are standing right next to them. They are, therefore, very difficult to find without prior knowledge of where to look.

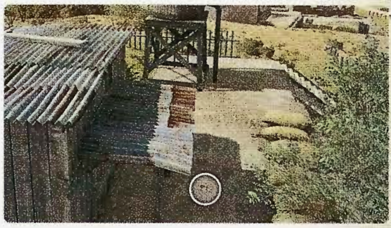
Once you have a Mystery Map and select the assignment as your active quest, a search area will appear on in-game maps. You must then head to the location in question and scour the terrain until you find the corresponding Sylvester's Map Piece.



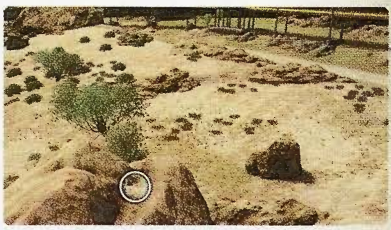
Scraps of Mystery: Leide



SCRAPS OF MYSTERY II
- **Points To:** Sylvester's Map Piece B



SCRAPS OF MYSTERY III
- **Points To:** Sylvester's Map Piece C



SYLVESTER'S MAP PIECE E
- **Unlock Condition:** Find Mystery Map V

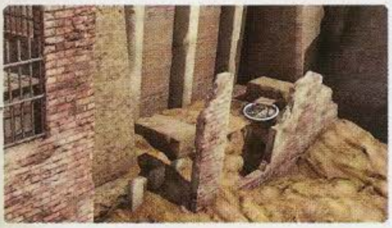


SCRAPS OF MYSTERY I
- **Points To:** Sylvester's Map Piece A



SYLVESTER'S MAP PIECE A
- **Unlock Condition:** Find Mystery Map I

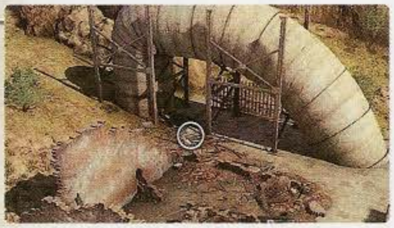




SYLVESTER'S MAP PIECE B
- **Unlock Condition:** Find Mystery Map II



SYLVESTER'S MAP PIECE C
- **Unlock Condition:** Find Mystery Map III



SCRAPS OF MYSTERY V
- **Points To:** Sylvester's Map Piece E



SCRAPS OF MYSTERY IV
- **Points To:** Sylvester's Map Piece D



SYLVESTER'S MAP PIECE D
- **Unlock Condition:** Find Mystery Map IV

Scraps of Mystery: Duscae



SCRAPS OF MYSTERY X

- **Points To:** Sylvester's Map Piece J



SYLVESTER'S MAP PIECE J

- **Unlock Condition:** Find Mystery Map X



SYLVESTER'S MAP PIECE H

- **Unlock Condition:** Find Mystery Map VIII



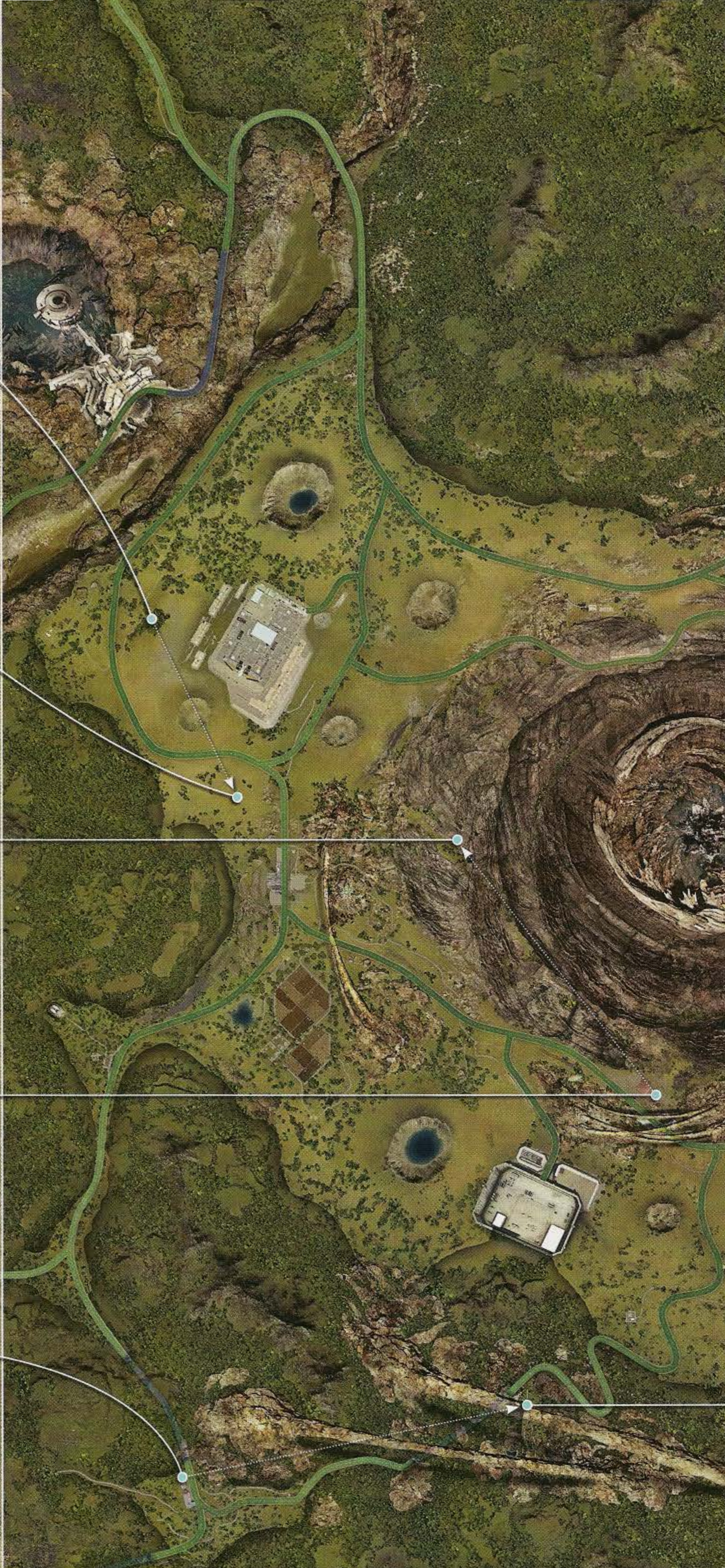
SCRAPS OF MYSTERY VIII

- **Points To:** Sylvester's Map Piece H



SCRAPS OF MYSTERY IX

- **Points To:** Sylvester's Map Piece I







SYLVESTER'S MAP PIECE F
- **Unlock Condition:** Find Mystery Map VI



SCRAPS OF MYSTERY VI
- **Points To:** Sylvester's Map Piece F



SYLVESTER'S MAP PIECE G
- **Unlock Condition:** Find Mystery Map VII



SCRAPS OF MYSTERY VII
- **Points To:** Sylvester's Map Piece G



SYLVESTER'S MAP PIECE I
- **Unlock Condition:** Find Mystery Map IX

Scraps of Mystery: Cleigne



SCRAPS OF MYSTERY XII
- **Points To:** Sylvester's Map Piece L



SYLVESTER'S MAP PIECE N
- **Unlock Condition:** Find Mystery Map XIV



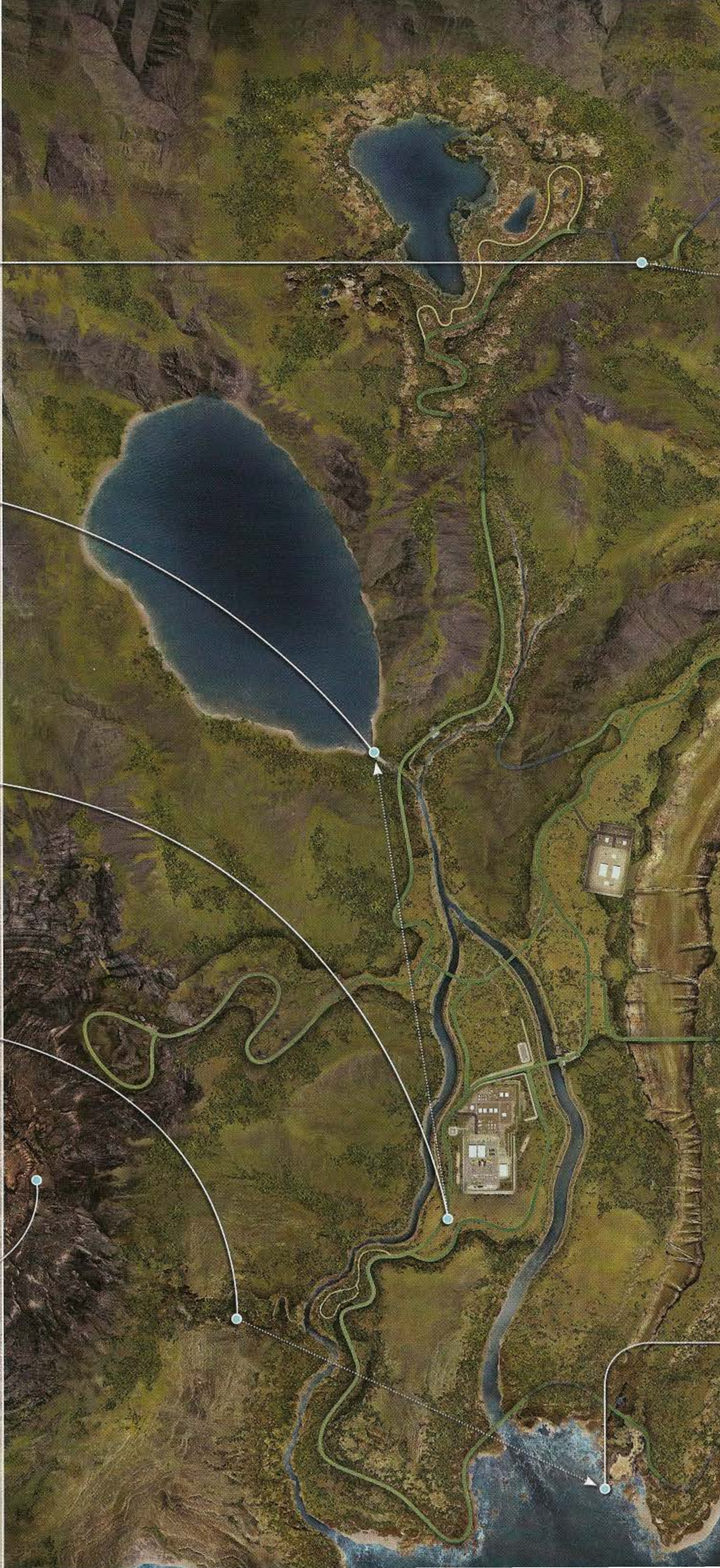
SCRAPS OF MYSTERY XIV
- **Points To:** Sylvester's Map Piece N



SCRAPS OF MYSTERY XIII
- **Points To:** Sylvester's Map Piece M



X MARKS THE SPOT
- **Unlock Condition:** Find all 14 Sylvester's Map Pieces
- **Reward:** Mythril Ingot, 5,000 EXP, 50,000 Gil







SYLVESTER'S MAP PIECE L
- **Unlock Condition:** Find Mystery Map XII



SCRAPS OF MYSTERY XI
- **Points To:** Sylvester's Map Piece K



SYLVESTER'S MAP PIECE K
- **Unlock Condition:** Find Mystery Map XI



SYLVESTER'S MAP PIECE M
- **Unlock Condition:** Find Mystery Map XIII

PHOTO OPS

Photo Ops are short quests that invite you to head to a specific location where Prompto can take a memorable picture. Each of these missions is activated during daylight hours when you enter "trigger zones" that we illustrate over the pages that follow. Once you cross the perimeter of these areas, a short interactive conversation occurs and officially triggers the quest. If you choose not to interrupt your journey and take the picture immediately, the Photo Op will thereafter appear in your list of available quests.

To complete a Photo Op, select it as your current assignment and head to the waypoint. Each Photo Op quest that you complete rewards Prompto with skill points and the entire party with a modest EXP bonus.



Lucis

1. **PHOTO OP: MOUNTAIN**
- **Unlock Condition:** Reach Chapter 03
- **Reward:** 200 EXP

2. **PHOTO OP: QUARRY**
- **Unlock Condition:** Reach Chapter 04
- **Reward:** 200 EXP

3. **PHOTO OP: QUAY**
- **Unlock Condition:** Reach Chapter 03
- **Reward:** 200 EXP

4. **PHOTO OP: BATTLEFIELD**
- **Unlock Condition:** Reach Chapter 05
- **Reward:** 200 EXP

5. **PHOTO OP: DISC**
- **Unlock Condition:** Reach Chapter 03 (must be completed before the end of Chapter 04)
- **Reward:** 250 EXP

6. **PHOTO OP: RANCH**
- **Unlock Condition:** Complete the "A Behemoth Undertaking" hunt and reach Cape Caem in Chapter 06
- **Reward:** 250 EXP

7. **PHOTO OP: LESTALLUM**
- **Unlock Condition:** Complete the "A Stroll For Two" tour in Chapter 03
- **Reward:** 250 EXP

8. **PHOTO OP: CRAG**
- **Unlock Condition:** Reach Chapter 08
- **Reward:** 250 EXP

9. **PHOTO OP: VOLCANO**
- **Unlock Condition:** Reach Chapter 03
- **Reward:** 250 EXP

10. **PHOTO OP: BEACON**
- **Unlock Condition:** Reach Chapter 08 and go through Cape Caem's parking area on foot
- **Reward:** 300 EXP

11. **PHOTO OP: LAKEFRONT**
- **Unlock Condition:** Reach Chapter 07
- **Reward:** 350 EXP

12. **PHOTO OP: WATERFALL**
- **Unlock Condition:** Reach Chapter 03
- **Reward:** 300 EXP

13. **PHOTO OP: MASCOT**
- **Unlock Condition:** Reach Chapter 08
- **Reward:** 300 EXP



Altissia



1 PHOTO OP: PALACE
- **Unlock Condition:** Reach Chapter 09
- **Reward:** 400 EXP

2 PHOTO OP: PARK
- **Unlock Condition:** Reach Chapter 09
- **Reward:** 400 EXP

3 PHOTO OP: DOCK
- **Unlock Condition:** Reach Chapter 09
- **Reward:** 400 EXP

4 PHOTO OP: BAR
- **Unlock Condition:** Reach Chapter 09
- **Reward:** 400 EXP

HUNTS

Introduction

Hunts are sidequests that you can accept from tipsters – the owners of the many restaurants and diners scattered around the world of Eos. Each tipster has a list of hunts available for you to choose from, and may offer additional opportunities as you take down more and more targets. After you accept a hunt and complete the objective, you must report to any tipster (not necessarily the individual who originally commissioned your services) to formally complete it and claim your reward.

As you can only have one hunt active at a time, you can cut down on travel time by completing these sidequests alongside other activities whenever possible. So before you accept a hunt, always take the time to consider all relevant criteria:

- **Type:** The nature of the hunt – either standard ( ) or hard ( ). As a general rule, all hunts tend to feature far more challenging targets than those you encounter in the main storyline or most other sidequests.
- **Target:** The creature(s) you need to hunt, which can be anything from a single foe to a large group of enemies.
- **Rank:** The Hunter Rank required to accept the mission – a topic we will explain shortly.
- **Level:** The recommended level to face the target.
- **Stars:** The number of stars awarded to you for completing the hunt. Stars are the "currency" used to reach higher Hunter Ranks.
- **Conditions:** The time of day at which the target can be encountered. Specific weather requirements are also listed when applicable.
- **Gil Reward:** The amount of money you receive for completing the assignment.
- **Item Reward:** The item you receive in addition to the Gil reward.
- **Subsequent Reward:** The Gil payment you obtain every time you undertake a hunt after initial completion. Hunts differ from all other sidequests in that you can replay them as many times as you wish, though your fee will be substantially reduced, and there will be no further items in the subsequent reward packages.

Hunter Rank

You begin the adventure at Hunter Rank 1, and can gradually increase your standing by completing hunts. Each hunt awards you with a fixed sum of stars. Every time your total tally of stars passes a specific threshold, you level up and reach the next rank. Reaching higher ranks has two benefits: it grants you one-time rewards and, secondly, unlocks access to restricted hunts that are only accessible after you reach a specific rank.

Hunter Ranks

RANK	TITLE	STARS REQUIRED	REWARD
1	**Apprentice**	0	-
2	**Trapper**	5	Silver Bangle
3	**Chaser**	15	Sapphire Bracelet
4	**Ranger**	30	Gold Bangle
5	**Slayer**	50	Champion's Anklet
6	**Officer**	40	Black Choker
7	**Guardian**	40	Blue Diamond Bracelet
8	**Grandmaster**	40	Centurion Bangle
9	**Hand of Mercy**	30	Legatus Bangle
10	**Alleyway Jack**	43	Dark Matter Bracelet

General Tips

The following advice applies to all hunts. While some of it may seem a little straightforward, it's easy to forget the fundamentals of stress-free hunting after a sequence of relatively easy encounters... and then suffer the consequences in a frustrating grind against a more redoubtable adversary.

- As a general rule, prioritize hunts with a reasonable recommended level compared to yours. If you attempt to defeat a target that significantly outranks you, the challenge will most likely be very steep.
- Rest at a haven and prepare a meal before attempting difficult hunts. Advanced dishes can have a profound effect on the stats of all party members.
- When the battle begins, you can often stay at the outer perimeter of the combat area before you engage. This enables you to fill your tech bar, and thus begin the battle with a noteworthy advantage. You can then exploit this to buff Noctis with elemental properties via Ignis, or to start the confrontation with a technique that lowers a target's defense. This works particularly well against large and ponderous creatures that struggle to keep up with the party.
- Once you unlock them later in the story, save your summons for harder enemies. You can only call Astrals on an occasional basis, so always try to make their interventions count.
- Whenever you face groups of enemies, crowd control is absolutely essential. Employ the area-of-effect attacks of a Greatsword or a powerful spell to eliminate or weaken multiple targets simultaneously. It's also possible to isolate enemies from their allies for easy kills.
- Always exploit vulnerabilities, and ideally more than one at a time. Taking advantage of favorable damage modifiers leads to optimal results and is the key to overcoming the hardest challenges. To do so, you can either wield weapons that are naturally imbued with an element, or make use of Ignis's pivotal "Enhancement" technique. This staple combat tactic becomes increasingly important as you progress through the main story – and it's just as relevant with hunts.
- Against the toughest creatures, don't forget that you have powerful magic at your disposal. By crafting advanced spells, you can potentially annihilate multiple targets in the blink of an eye. Consult our section on spell customization for more details (see page 274).
- Use "Finishers" liberally. These attacks deal significant damage, they regularly interrupt enemy actions, and they are capable of breaking body parts. You can perform them after one or two blows in a combo, enabling you to employ them at frequent intervals.
- Stock up on recovery items. For the harder hunts you should always take numerous potions of all kinds, as well as a good range of cures for status ailments (particularly antidotes).

Hunt Directory

The following table lists all available hunts. You can find the positions where specific targets are found by looking up the appropriate numbered icons on the maps that begin on page 140.

#	TYPE	NAME	TIPSTER	TARGET TYPE	WEAKNESSES	NOTES
1		**Howling Wind of Hunger**	Hammerhead	Sabertusk	Daggers, Firearms, Ice	Resistant to Fire and Light
2		**Varmints of the Wastelands**	Hammerhead	Mesmenir	Greatswords, Daggers, Fire	Resistant to Ice and Light
3		**Gorgers in the Dust**	Hammerhead	Flexitusk	Daggers, Firearms, Ice	Resistant to Fire and Light
4		**Raindrops in the Night**	Hammerhead	Jumbo Flan	Light	Resistant to all standard weapon types; employs HP-draining attacks
5		**Wild Beauties**	Hammerhead	Anaklaban	Greatswords, Polearms, Lightning	Resistant to Ice and Light
6		**Bounty-Hunted Beauties**	Hammerhead	Anakadom, Anak	Greatswords, Polearms, Lightning	Resistant to Ice and Light
7		**Rookie Hunter Tragedy**	Hammerhead	Ashenhorn	Polearms, Shields, Fire	Resistant to Ice and Light
8		**The Pride of the King**	Hammerhead	Behemoth	Greatswords, Shields	Resistant to Fire and Light
9		**Serpent of the Abyss**	Hammerhead	Jormungand	Swords, Daggers, Ice	Employs Fire-elemental attacks; Immune to Fire
10		**Lonely Rumblings in Longwythe**	Hammerhead	Adamantoise	Greatswords, Machinery	Immune to Light
11		**Mineside Mischief Makers**	Longwythe Rest Area	Goblin	Polearms, Daggers, Fire, Light	Capable of stealing Potions; resistant to Ice
12		**The Hunter-Slaying Herd**	Longwythe Rest Area	Magnanir, Mesmenir	Greatswords, Daggers, Fire	Resistant to Ice and Light
13		**Squash the Squirmers**	Longwythe Rest Area	Flan	Light	Employs HP-draining attacks; resistant to all standard weapon types
14		**Cranky Crustaceans**	Longwythe Rest Area	Shieldshears	Polearms, Firearms, Ice	Employs attacks that bypass defense; resistant to Fire and Light
15		**Sting in the Tail**	Longwythe Rest Area	Saphyrtail	Swords, Greatswords, Lightning	Employs attacks that bypass defense; resistant to Ice and Light
16		**Beast over Brawn**	Longwythe Rest Area	Grandhorn, Dualhorn	Polearms, Shields, Fire	Resistant to Ice and Light
17		**In the Drylands, It Rains Spines**	Longwythe Rest Area	Gigantuar	Greatswords, Machinery	May invoke Stalwart status; employs fixed-damage (1,000 HP) attacks; resistant to Fire and Light
18		**A Fistful of Gil**	Longwythe Rest Area	Yojimbo	Polearms, Firearms, Lightning, Light	Employs Dark-elemental attacks capable of causing Instant Death; resistant to Fire
19		**Peace to the Beach**	Galdin Quay	Rubyshears	Greatswords, Shields, Ice	Resistant to Fire and Light
20		**The Gourmands of Vannath**	Galdin Quay	Sparkshears	Greatswords, Shields, Ice	Resistant to Fire and Light
21		**Stealers of Lives**	Galdin Quay	Glamhoth	Polearms, Daggers, Fire, Light	Capable of stealing Potions and Hi-Potions; resistant to Ice
22		**Footfalls in the Dark**	Galdin Quay	Hobgoblin	Greatswords, Machinery, Fire, Light	May invoke Tenacious status; may steal ingredients, resistant to Lightning
23		**A Nightmare Came by Ferry**	Galdin Quay	Seadevil	Swords, Firearms, Ice	Resistant to Fire and Light
24		**Galloping Garulas**	Coernix Station - Alstor	Green Garula, Garula	Greatswords, Firearms, Fire	Resistant to Ice and Light
25		**Beasts Wallow in the Wetlands**	Coernix Station - Alstor	Yellowtooth	Polearms, Shields, Ice	Capable of inflicting Poison status; resistant to Fire and Light
26		**Untamed Wild Horses**	Coernix Station - Alstor	Spiracorn	Swords, Shields, Fire	Resistant to Ice and Light
27		**Reign Triumphant**	Coernix Station - Alstor	Garulessa, Garula	Greatswords, Machinery, Fire	Resistant to Ice and Light
28		**The Rogues of Rydielle Ley**	Coernix Station - Alstor	Cockatrice	Greatswords, Machinery, Fire	Capable of inflicting Compromised and Poison statuses; resistant to Ice and Light
29		**Marsh Madness! The Giant Awakens**	Coernix Station - Alstor	Catoblepas	Polearms, Machinery, Ice	Resistant to Lightning
30		**Red in Tooth and Claw**	Wiz Chocobo Post	Voretooth	Polearms, Shields, Ice	Capable of inflicting Poison status; resistant to Fire and Light
31		**A Behemoth Undertaking**	Wiz Chocobo Post	Deadeye	Fire, Greatswords, Shields	Resistant to Ice, Lightning, and Light
32		**Exorcism of the Nebulawood**	Wiz Chocobo Post	Mindflayer	Polearms, Daggers, Lightning, Light	Employs Ice-elemental attacks; capable of inflicting Mollified and Confusion statuses; resistant to Fire
33		**Thunder in Them Thar Hills**	Wiz Chocobo Post	Thunder Bomb	Swords, Daggers, Light	Employs Lightning-elemental attacks; absorbs Lightning
34		**A Most Behemoth Undertaking**	Wiz Chocobo Post	Behemoth Tyrant	Greatswords, Shields	Resistant to Fire and Light
35		**Secure the Mountain Pass**	Lestallum (Thoroughfare)	Saberclaw	Firearms, Machinery, Ice	Resistant to Fire and Light
36		**Cool Callatein Mist**	Lestallum (Thoroughfare)	Ice Bomb	Swords, Daggers, Fire, Light	Employs Ice-elemental attacks; absorbs Ice
37		**To Sting in Anger**	Lestallum (Thoroughfare)	Brutal Bee, Killer Bee	Swords, Firearms, Fire	Capable of inflicting Poison status; resistant to Lightning and Light
38		**Help Needed in EXINERIS**	Lestallum (Thoroughfare)	Garchimacera	Swords, Shields, Fire, Light	May invoke Tough status; may steal Potions and Ethers; resistant to Lightning
39		**To Catch a Frog**	Lestallum (Thoroughfare)	Hekatontoad	Polearms, Machinery, Ice	Resistant to Lightning and Light
40		**Long Necks on the Plains**	Lestallum (Thoroughfare)	Arba	Swords, Machinery, Lightning	Resistant to Ice and Light
41		**They Came Back from the Mountain**	Lestallum (Thoroughfare)	Megaloclaw	Firearms, Machinery, Ice	Resistant to Fire and Light
42		**Rainstorm Duel! Poison Frog of Wennath**	Lestallum (Thoroughfare)	Galatoad	Polearms, Machinery, Ice	Resistant to Lightning and Light
43		**Acquit Not Evil**	Lestallum (Thoroughfare)	Alphagin, Sahagin	Polearms, Shields, Ice	Resistant to Fire and Light
44		**No Stopping the Great Stink**	Lestallum (Thoroughfare)	Malboro	Greatswords, Machinery, Fire	Resistant to Ice and Light
45		**Trembling Killers**	Lestallum (Thoroughfare)	Ziggurat	Polearms, Shields, Lightning, Light	Capable of inflicting Stop status; resistant to Fire
46		**An Omen Crawls Upon the Ground**	Lestallum (Thoroughfare)	Grootslang	Swords, Daggers, Ice	Resistant to Fire and Light
47		**Bones Seek an Offering**	Lestallum (Thoroughfare)	Iseultalon	Shields, Machinery, Fire, Light	Employs Dark-elemental attacks; resistant to Ice
48		**Dead General Strikes Down the King**	Lestallum (Thoroughfare)	Ayakashi	Polearms, Light	Resistant to Greatswords; immune to Fire, Ice, and Lightning; employs Ice-elemental attacks and Dark-elemental attacks capable of causing Instant Death
49		**Avenge the Anglers**	Lestallum (Market)	Albinogin	Polearms, Shields, Ice	Resistant to Fire and Light
50		**Ruler of the Brave Skies**	Lestallum (Market)	Griffon	Polearms, Daggers, Fire	Resistant to Ice and Light
51		**Off with Their Heads!**	Lestallum (Market)	Arbagadol, Arba	Swords, Machinery, Lightning	Resistant to Ice and Light
52		**Disquieted Queens**	Lestallum (Market)	Killer Queen	Swords, Firearms, Fire	Capable of inflicting Poison status; resistant to Lightning and Light
53		**The Web-Weaving Princesses**	Lestallum (Market)	Ariadne, Kokyangwuti	Greatswords, Machinery, Fire, Light	Employs Lightning-elemental attacks; capable of inflicting Stop status; can summon minions; resistant to Lightning

HABITAT	UNLOCK REQUIREMENT	LEVEL	STARS	CONDITIONS	GIL REWARD	ITEM REWARD	SUBSEQUENT REWARD (GIL)	#
The Weaverwilds	-	2	1	All Times	740	Hi-Elixir	140	1
The Weaverwilds	-	5	1	Daytime	980	Hi-Elixir	190	2
Ostium Gorge	-	7	1	All Times	1,570	Iron Bangle	310	3
Weaverwilds	Hunter Rank: 2	15	2	Nighttime	2,390	Megalixir	470	4
The Weaverwilds	Hunter Rank: 3	22	2	Daytime	3,350	Megalixir	670	5
The Weaverwilds	Hunter Rank: 3	28	2	Daytime	4,220	Megalixir	840	6
The Weaverwilds	Hunter Rank: 4	39	3	All Times	7,330	Mega Phoenix	1,460	7
Keycatrich Ruins	Hunter Rank: 6	47	3	All Times	10,020	Mega Phoenix	2,000	8
Crestholm Channels	"Crestholm Channels" sidequest completed (see page 180)	58	4	All Times	16,560	Ruby Bracelet	3,310	9
Longwythe Peak	"Let Sleeping Mountains Lie" sidequest started (see page 174)	99	5	All Times	50,000	Adamantite Bangle	10,000	10
The Callaegh Steps	-	7	1	Nighttime	1,740	Hi-Elixir	340	11
Longwythe Peak	-	8	1	Daytime	1,830	Hi-Elixir	360	12
Longwythe Peak	-	14	2	Nighttime	2,280	Hi-Elixir	450	13
Longwythe Peak	Hunter Rank: 2	18	2	All Times	3,160	Megalixir	630	14
Longwythe Peak	Hunter Rank: 3	25	2	All Times	3,720	Megalixir	740	15
The Weaverwilds	Hunter Rank: 3	27	2	All Times	4,010	Megalixir	800	16
Longwythe Peak	Hunter Rank: 5	40	3	Daytime	7,550	Rainbow Pendant	1,510	17
The Three Valleys	"Balouve Mines" sidequest completed (see page 178)	61	4	Nighttime	17,450	Anti-darkness Inners	3,490	18
Vannath Coast	-	11	2	All Times	1,950	Hi-Elixir	390	19
Vannath Coast	-	17	2	All Times	3,040	Megalixir	600	20
Vannath Coast	-	17	2	Nighttime	3,070	Fencer's Anklet	610	21
Vannath Coast	Hunter Rank: 3	20	2	Nighttime	3,250	Megalixir	650	22
Vannath Coast	Hunter Rank: 3	28	2	All Times	4,250	Carbon Bangle	850	23
Alstor Slough	-	12	2	Daytime	2,010	Hi-Elixir	400	24
Alstor Slough	-	14	2	All Times	2,330	Warrior's Anklet	460	25
Alstor Slough	Hunter Rank: 3	25	2	Daytime	3,870	Megalixir	770	26
Alstor Slough	Hunter Rank: 4	32	3	Daytime	5,280	Mega Phoenix	1,050	27
Rydielle Ley	Hunter Rank: 4	35	3	Daytime	5,880	Mega Phoenix	1,170	28
Alstor Slough	Hunter Rank: 4	38	3	All Times	6,560	Blue Choker	1,310	29
The Malacchi Hills	-	12	2	All Times	2,140	Hi-Elixir	420	30
The Nebulawood	"Friends of a Feather" sidequest started (see page 166)	15	2	All Times	3,020	Amethyst Bracelet	600	31
The Nebulawood	-	19	2	Nighttime	3,190	Moon Pendant	630	32
The Malacchi Hills	Hunter Rank: 3	21	2	Nighttime	3,330	Megalixir	660	33
The Nebulawood	"A Behemoth Undertaking" hunt completed; Hunter Rank: 8	62	4	All Times	19,540	Gold Bangle	3,900	34
Pallareth Pass	-	12	2	All Times	2,270	Hi-Elixir	450	35
Callatein's Plunge	-	22	2	Nighttime	3,380	Megalixir	670	36
Coernix Bypass	-	22	2	All Times	3,390	Green Choker	670	37
EXINERIS Power Plant	Reach Chapter 08	24	2	Nighttime	3,540	Megalixir	700	38
Pallareth Pass	Hunter Rank: 3	27	2	Daytime / Rainy	4,070	Megalixir	810	39
Kelbass Grasslands	Hunter Rank: 3	28	2	Daytime	4,480	Megalixir	890	40
Coernix Bypass	Hunter Rank: 4	30	3	All Times	4,890	Mega Phoenix	970	41
Upper Wennath	Hunter Rank: 4	32	3	Daytime / Rainy	5,350	Mega Phoenix	1,070	42
Upper Wennath	Hunter Rank: 4	38	3	All Times	6,650	Knight's Anklet	1,330	43
Kelbass Grasslands	Reach Chapter 15 (game completed)	38	3	All Times	6,780	Golden Hourglass	1,350	44
Kelbass Grasslands	Reach Chapter 15 (game completed)	57	4	Nighttime	16,480	Safety Bit	3,290	45
Kelbass Grasslands	Reach Chapter 15 (game completed)	68	4	All Times	26,840	Red Choker	5,360	46
Kelbass Grasslands	Reach Chapter 15 (game completed)	72	5	Nighttime	33,790	Dark Crest	6,750	47
Kelbass Grasslands	Reach Chapter 15 (game completed)	99	5	Nighttime	42,000	Ribbon	8,400	48
Callatein's Plunge	-	24	2	All Times	3,660	Megalixir	730	49
Kelbass Grasslands	-	30	3	All Times	4,935	Mega Phoenix	980	50
Kelbass Grasslands	-	31	3	Daytime	5,070	Lightning Crest	1,010	51
Coernix Bypass	Hunter Rank: 4	38	3	All Times	6,850	Mega Phoenix	1,370	52
Greyshire Grotto	"Burden of Expectation" main quest completed (Chapter 03)	41	3	All Times	7,950	Mega Phoenix	1,590	53

#	TYPE	NAME	TIPSTER	TARGET TYPE	WEAKNESSES	NOTES
54		**In a Heat Haze of Glory**	Lestallum (Market)	Aramusha	Swords, Daggers, Lightning, Light	Employs Dark-elemental attacks capable of causing Instant Death; resistant to Fire
55		**Hammer the Cannibals**	Cauthess Rest Area	Skarnbulette, Bulette	Shields, Machinery, Ice	Resistant to Fire and Light
56		**Things from the Past**	Cauthess Rest Area	Necromancer	Greatswords, Shields, Ice, Light	Employs Dark-elemental attacks capable of causing Instant Death; summons Skeletons; resistant to Lightning
57		**Baby Snatchers**	Cauthess Rest Area	Bussemand, Hobgoblin	Greatswords, Machinery, Fire, Light	May invoke Tenacious status; may steal ingredients, resistant to Lightning
58		**A Daemonic Orchestra**	Cauthess Rest Area	Ereshkigal	Swords, Shields, Fire, Light	May invoke Tough status; may steal Potions and Hi-Potions; resistant to Lightning
59		**Cruel Giants of Duscae**	Cauthess Rest Area	Ganymede	Greatswords, Shields, Light	Employs gravity-based (attractive) attacks; may invoke Tenacious and Stalwart statuses; resistant to Fire
60		**Fiend of the Fallgrove**	Cauthess Rest Area	Jabberwock	Polearms, Machinery, Ice	Capable of inflicting Stone status; resistant to Fire
61		**Devils Cry Curses**	Cauthess Rest Area	Molokujata	Greatswords, Shields, Fire	Performs unblockable attacks, requiring you to stay behind it and at mid-distance; resistant to Ice and Light
62		**Horned Hunting Hazards**	Taelpar Rest Area	Dualhorn	Polearms, Shields, Fire	Resistant to Ice and Light
63		**Hunters of Secullam Pass**	Taelpar Rest Area	Coeurl	Swords, Daggers, Fire	Employs Lightning-elemental attacks; immune to Lightning; resistant to Light
64		**Reclaiming Schier Heights**	Taelpar Rest Area	Redlegs, Hundlegs	Swords, Greatswords, Ice	Capable of inflicting Poison status; resistant to Polearms, Fire, and Light
65		**A Roaring in the Night**	Taelpar Rest Area	Iron Giant	Greatswords, Shields, Light	Employs gravity-based (attractive) attacks; may invoke Tenacious and Stalwart statuses; resistant to Fire
66		**Old Denizens of the Woods**	Taelpar Rest Area	Elder Coeurl	Swords, Daggers	Employs Lightning-elemental attacks; capable of causing Instant Death; immune to Lightning; resistant to Fire, Ice, Lightning, and Light
67		**The Last Spiracorns**	Old Lestallum	Duplicorn, Spiracorn	Swords, Shields, Fire	Resistant to Ice and Light
68		**Shear Force**	Old Lestallum	Mightyshears	Polearms, Firearms, Ice	Employs attacks that bypass defense; resistant to Fire and Light
69		**Blobs Ashore**	Old Lestallum	Gelatin	Lightning, Light	Employs HP-draining attacks; resists all standard weapon types; absorbs Fire and Ice
70		**Herald from the Depths**	Old Lestallum	Karlabos	Swords, Polearms, Ice	Increased damage resistance until appendage is broken; resistant to Fire and Light
71		**Starving Beast Seeks Food**	Old Lestallum	Aspidochelon	Daggers, Machinery	Capable of inflicting Poison status; resistant to Ice and Light
72		**Malmalam Mirage**	Old Lestallum	Bandersnatch	Polearms, Machinery, Lightning	Capable of inflicting Compromised status; resistant to Fire and Light
73		**Scrap It Now!**	Old Lestallum	Leukorn	Swords, Shields, Fire	Resistant to Ice and Light
74		**Rulers of the Banks**	Old Lestallum	Coraldevil, Seadevil	Swords, Firearms, Ice	Resistant to Fire and Light
75		**Voltage Fluctuation**	Meldacio Hunter HQ	Thunderoc	Swords, Polearms, Fire	Employs Lightning-elemental attacks; resistant to Lightning and Light
76		**Threat from the Thicket**	Meldacio Hunter HQ	Killer Wasp	Polearms, Daggers, Fire	Capable of inflicting Confusion status; resistant to Lightning and Light
77		**Softly Now, Mighty Foes**	Meldacio Hunter HQ	Lich	Swords, Firearms, Ice, Light	Resistant to Lightning; capable of inflicting Disenchanted and Poison statuses
78		**Mission: Invincible**	Meldacio Hunter HQ	Black Flan	Light	Employs Dark-elemental and HP-draining attacks; resists all damage types other than Light
79		**Divine Beast of the Underworld**	Meldacio Hunter HQ	Quetzalcoatl	Polearms, Daggers, Ice	Employs Lightning-elemental attacks; immune to Lightning
80		**Hunter HQ Line of Defense**	Meldacio Hunter HQ	Mushmahhu, Mushussu	Polearms, Shields, Ice	Capable of inflicting Poison status; resistant to Fire and Light
81		**Lovable Little Gluttons**	Meldacio Hunter HQ	Regaltrice	Daggers, Firearms, Lightning	Employs attacks that reduce HP to 1; resistant to Fire and Light
82		**Felling the Mad, Old Trees**	Meldacio Hunter HQ	Treant	Greatswords, Machinery, Fire	Capable of inflicting Mollified and Confusion statuses; resistant to Lightning and Light
83		**Serpent of Risorath Basin**	Meldacio Hunter HQ	Midgardsormr	Swords, Daggers, Ice	Capable of inflicting Poison status; resistant to Fire and Light
84		**Breeding Season: Hen Extermination**	Meldacio Hunter HQ	Royalisk	Polearms, Shields, Fire	Capable of inflicting Mollified and Poison statuses; resistant to Lightning and Light
85		**Breeding Season: Rooster Extermination**	Meldacio Hunter HQ	Kingatrice, Basilisk	Greatswords, Machinery, Fire	Capable of inflicting Compromised and Poison statuses; resistant to Ice and Light
86		**People-Eating Snake Has Got to Go**	Meldacio Hunter HQ	Hvitrormr	Swords, Daggers, Ice	Capable of inflicting Poison status; resistant to Fire and Light
87		**A Wall in Our Way**	Meldacio Hunter HQ	Daemonwall	Polearms, Machinery, Light	May invoke Tough status; may steal Potions and Hi-Potions; resistant to Fire, Ice, and Lightning
88		**Deadly Extermination**	Verinas Mart - Ravatogh	Soldier Wasp, Killer Wasp	Polearms, Daggers, Fire	Capable of inflicting Confusion status; resistant to Lightning and Light
89		**Verinas Mart Under Threat**	Verinas Mart - Ravatogh	Wyvern	Firearms, Shields, Ice	Resistant to Lightning and Light
90		**Red Lightning of Ravatogh**	Verinas Mart - Ravatogh	Copperoc, Thunderoc	Swords, Polearms, Fire	Employs Lightning-elemental attacks; resistant to Lightning and Light
91		**Pointiest Pins in the Volcano**	Verinas Mart - Ravatogh	Reaperking	Swords, Greatswords, Lightning	Employs attacks that bypass defense; resistant to Ice and Light
92		**Feathered Giant of the Firesmoke**	Verinas Mart - Ravatogh	Zu	Polearms, Machinery, Fire	Resistant to Firearms and Lightning; immune to Light
93		**Bewitched Blade Stains the Waters**	Altissia (Maagho)	Ronin	Swords, Daggers, Lightning, Light	Employs Dark-elemental attacks capable of causing Instant Death; resistant to Fire
94		**A Nightmare Upon the Water**	Altissia (Maagho)	Hecteyes	Polearms, Shields, Light	Capable of inflicting Compromised and Confusion statuses
95		**Ill Weeds Grow in the Night**	Altissia (Maagho)	Alv	Firearms, Daggers, Ice, Light	Employs Ice-elemental attacks; capable of inflicting Mollified and Poison statuses; resistant to Fire
96		**Back Alley Spook**	Altissia (Maagho)	Mindflayer	Polearms, Daggers, Lightning, Light	Employs Ice-elemental attacks; capable of inflicting Mollified and Confusion statuses; resistant to Ice
97		**The Case of the Disappearing Hunters**	Altissia (Maagho)	Tonberry	Daggers, Firearms, Ice, Light	Employs Fire-elemental attacks; capable of inflicting Stop status; resistant to Lightning
98		**Will-o'-the-Wisps out on the Town**	Altissia (Maagho)	Grenade	Firearms, Machinery, Ice, Light	Employs Fire-elemental attacks; absorbs Fire
99		**A Lost Painting**	Altissia (Maagho)	Chadarnook	Fire, Light	Employs Dark-elemental attacks; capable of inflicting Mollified, Compromised, and Confusion statuses; resistant to Lightning; very resistant to all standard weapon types
100		**Tourists Fade into the Night**	Altissia (Maagho)	Salpinx	Swords, Shields, Fire, Light	May invoke Tough status; may steal Potions and Hi-Potions; resistant to Lightning
101		**The Tragic Facts**	Altissia (Maagho)	Master Tonberry	Swords, Greatswords, Ice, Light	Employs Fire-elemental attacks; capable of inflicting Stop status and Instant Death; resistant to Lightning
102		**King of the Great Escape**	Altissia (Maagho)	Bavarois	Ice, Lightning	Employs HP-draining attacks; resists all weapon types; absorbs Fire

HABITAT	UNLOCK REQUIREMENT	LEVEL	STARS	CONDITIONS	GIL REWARD	ITEM REWARD	SUBSEQUENT REWARD (GIL)	#
EXINERIS Power Plant	Reach Chapter 08	52	4	Nighttime	14,490	Silver Bangle	2,890	54
Kettier Highland	-	38	3	All Times	6,910	Mega Phoenix	1,380	55
The Fallgrove	-	41	3	Nighttime	8,080	Rune Earring	1,610	56
Saxham Outpost	Hunter Rank: 5	44	3	Nighttime	8,890	Mega Phoenix	1,770	57
Kelbass Grasslands	Hunter Rank: 7	52	4	Nighttime	14,800	Mega Phoenix	2,960	58
Kettier Highland	Hunter Rank: 8	65	4	Nighttime	23,730	Mega Phoenix	4,740	59
Costlemark Tower	"Costlemark Tower" sidequest completed (see page 186)	66	4	All Times	24,020	Mega Phoenix	4,800	60
The Mencemoor	Hunter Rank: 9	72	5	All Times	35,940	Black Choker	7,180	61
Secullam Pass	-	23	2	All Times	3,480	Megalixir	690	62
Secullam Pass	-	34	3	Daytime	5,600	Earth Pendant	1,120	63
Schier Heights	Hunter Rank: 4	37	3	All Times	6,220	Mega Phoenix	1,240	64
Schier Heights	Hunter Rank: 4	37	3	Nighttime	6,310	Mega Phoenix	1,260	65
Thommels Glade	Hunter Rank: 8	63	4	Daytime	22,540	Fire Crest	4,500	66
Lower Wennath	-	29	2	Daytime	4,610	Megalixir	920	67
Lower Wennath	-	34	3	All Times	5,730	Mega Phoenix	1,140	68
Malmalam Thicket	-	35	3	Nighttime	5,920	Titanium Bangle	1,180	69
Leirity Seaside	Hunter Rank: 5	40	3	All Times	7,730	Mega Phoenix	1,540	70
Lower Wennath	Hunter Rank: 6	47	3	All Times	11,790	Mega Phoenix	2,350	71
Malmalam Thicket	"Malmalam Thicket" sidequest completed (see page 189)	51	4	All Times	13,500	Mega Phoenix	2,700	72
Coernix Bypass	Hunter Rank: 7	61	4	Daytime	18,330	Mega Phoenix	3,660	73
The Maidenwater	Hunter Rank: 8	62	4	All Times	20,550	Towel	4,110	74
Pallareth Pass	-	29	2	Daytime	4,650	Megalixir	1,210	75
The Vesperpool	Reach Chapter 08	33	3	Daytime	5,550	Mega Phoenix	1,110	76
Steyliff Grove	Reach Chapter 08	35	3	All Times	6,060	Mega Phoenix	930	77
The Vesperpool	Reach Chapter 08	38	3	Nighttime	7,020	Mega Phoenix	1,400	78
Steyliff Grove	Reach Chapter 08	38	3	All Times	7,110	Mega Phoenix	1,420	79
Risorath Basin	Reach Chapter 08	42	3	All Times	8,660	Ice Crest	1,730	80
The Vesperpool	Reach Chapter 08; Hunter Rank: 5	44	3	Daytime	8,980	Mega Phoenix	1,790	81
The Vesperpool	"The Myrlwood" sidequest completed (see page 188)	46	3	Nighttime	9,900	Mega Phoenix	1,980	82
The Vesperpool	Reach Chapter 08; Hunter Rank: 7	54	4	All Times	15,690	Mega Phoenix	3,130	83
The Vesperpool	Reach Chapter 08; Hunter Rank: 8	62	4	Daytime	21,120	Mega Phoenix	4,220	84
Risorath Basin	Reach Chapter 08; Hunter Rank: 9	70	5	Daytime	30,320	Mega Phoenix	6,060	85
The Vesperpool	Reach Chapter 08; Hunter Rank: 9	78	5	All Times	36,070	Mega Phoenix	7,210	86
Steyliff Grove	Reach Chapter 08; Hunter Rank: 9	84	5	All Times	38,000	Emerald Bracelet	7,600	87
Ravatoghan Trail	-	37	3	All Times	6,440	Mega Phoenix	1,280	88
Ravatoghan Trail	-	38	3	All Times	7,290	Sapphire Bracelet	1,450	89
Ravatoghan Trail	Hunter Rank: 5	44	3	Daytime	9,140	Mega Phoenix	1,820	90
Ravatoghan Trail	Hunter Rank: 6	47	3	All Times	12,090	Mega Phoenix	2,410	91
The Rock of Ravatogh	"A Perfect Cup" sidequest completed (see page 173)	67	4	All Times	25,300	Champion's Anklet	5,060	92
Altissia	-	17	2	Nighttime	3,130	Megalixir	620	93
Altissia	-	20	2	Nighttime	3,280	Megalixir	650	94
Altissia	-	22	2	Nighttime	3,450	Megalixir	690	95
Altissia	-	26	2	Nighttime	3,990	Heliodor Bracelet	790	96
Altissia	First four hunts at Altissia completed	29	2	Nighttime	4,740	Red Choker	940	97
Altissia	"The Case of the Disappearing Hunters" hunt completed	31	3	Nighttime	5,120	Black Choker	1,020	98
Altissia	"The Cursed Canvas" sidequest accepted (see page 161)	32	3	All Times	5,480	Handkerchief	1,090	99
Altissia	"The Case of the Disappearing Hunters" hunt completed	35	3	Nighttime	6,140	Adamantite Bangle	1,220	100
Altissia	"The Case of the Disappearing Hunters" hunt completed	41	3	Nighttime	8,360	Amethyst Bracelet	1,670	101
Altissia	"The Case of the Disappearing Hunters" hunt completed	50	4	Nighttime	13,190	Diamond Bracelet	2,630	102

Geographic Hunt Overview: Leide

You can find a directory of all hunts on pages 136 to 139.



Geographic Hunt Overview: Duscae

You can find a directory of all hunts on pages 136 to 139.



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Geographic Hunt Overview: Cleigne

You can find a directory of all hunts on pages 136 to 139.



Geographic Hunt Overview: Altissia

You can find a directory of all hunts on pages 136 to 139.



TOURS

Tours are short sidequests that involve unique moments shared by Noctis and his friends when they stay at specific havens. Resting at these camping sites will lead to an interactive conversation with a party member, who will usually ask a favor. All of these side stories are available once you can physically reach the appropriate havens

In terms of gameplay, Tours are simple and generally involve a straightforward task, such as following onscreen prompts or collecting resources in a small area. Perhaps as an illustration of the growing bond between the prince and his retinue, these sidequests are noteworthy in that they offer a generous 20 AP towards party development on completion.



CASE OF THE STOLEN SPECS (PECTRICHE HAVEN):
This tour takes place in the middle of the Myrlwood and features Noctis and Ignis. To find your friend's glasses, head to the designated waypoint by the Royal Tomb. When the mini-game begins, sneak toward the tree without being noticed while the chocobo takes the bait. Every time it turns around and looks in your direction, hold ▢/Ⓧ to remain silent until it resumes its meal. Once you have the specs, you can return to the campsite.



LIEGE OF THE LAKE (CAPITIS HAVEN):
In this scene, Gladio invites you to fish a legendary creature, the elusive Liege of the Vesperpool. This is a very difficult challenge, requiring the best possible equipment, as well as the Giant Needle 10,000: Gold Gigantuar lure. Noctis's Skill should be at Level 10, and you will need sharp reflexes and a lot of focus as you battle against the Liege for several intense minutes. The key to victory lies in your ability to reel in only when your line is not under tension, which means that you always need to aim in the current swimming direction of the fish. Consult our coverage of fishing mechanics on page 304 if you are not yet familiar with the mini-game. Completing this Tour rewards you with the Big Blaze Bahamut lure.



A FLOWER FOR IRIS (LAMBATH HAVEN):
This time it's Gladio who needs a favor. He asks you to help him find a flower for his sister. Look for it in the northwest part of the designated area. When you reach a cliff, Gladio will boost you up to the plateau above where the flower awaits.

A STROLL FOR TWO:
When you arrive in Lestallum during Chapter 03 and spend the night at the Leville, Iris asks you to explore the city with her. This simple task only requires you to follow a few waypoints as you visit Lestallum's districts. Unlike with the haven-based tours, though, you will not receive 20 AP on completion.





THE CHOPPING BLOCK (FALLAUGHNS HAVEN):
Your task here is to press ◎/Ⓑ repeatedly as prompted. The quicker you are, the more Ignis will praise you – but you receive the reward no matter what his reaction might be.

UP CLOSE AND PERSONAL (PULLMOOR HAVEN):
In this tour, travel with Prompto to the designated area and scour the ground for mushrooms. Once you have all three, go the spot by the lake. Wait for the Catoblepas to move close, then strike a pose before you run away (though you can attempt to defeat the creature if you feel strong enough to do so without the support of your other allies). Completing this Tour unlocks the Vintage photo filter.

STIRRED, NOT SHAKEN (COTISSE HAVEN):
Your task here is to stir a dish by moving Ⓛ laterally or in steady circles. As with real cooking, maintain a consistent pace without overdoing things. Ignis's reaction will vary in accordance with your performance, but you receive the full 20 AP no matter the denouement.



STRIKE A RUN POSE! (SPELCRAY HAVEN):
For this light assignment, Prompto recruits you as a photo model. Head to the specified spot on the nearby pier, and strike a pose every time Prompto is ready to take a picture.

RISE AND SHINE AND RUN (LACHYRTE HAVEN):
In this scene, follow Gladio to the beach. When the race begins, sprint constantly and employ the stamina refresh technique when the bar is almost empty to reach the finish line first. You obtain the AP reward irrespective of how well you perform.

THE HALLOWED HILL OF HAMMERHEAD (PALMAUGH HAVEN):
In this sequence, all you need to do is head to the waypoint with Prompto to take a picture of the Grease-Monkey Goddess and her garage.

Dave's Position: ● Sidequest: X

DAVE

01



GONE HUNTING

- **Unlock Condition:** Complete "The Errand Prince" during Chapter 01.
- **Notes:** After you've made the delivery to the motel owner in the Longwythe Rest Area, speak to the man right in front of Noctis at the end of the cutscene, opposite the main reception booth. You then need to deliver the envelope he gives you to Dave, who can be found across the highway, just outside the small building adjacent to the diner. With the quest accepted, inquire about it by speaking to the tipster, then head to the waypoint. Examine the campfire, then chase and defeat the Sabertusks that appear (Gladiolus's Tempest technique can really help here). After the battle, pick up the dog tag and take it back to Dave at the Longwythe Rest Area to complete the mission.
- **Reward:** 500 EXP, Hi-Potion x10

02



DUST TO DUST

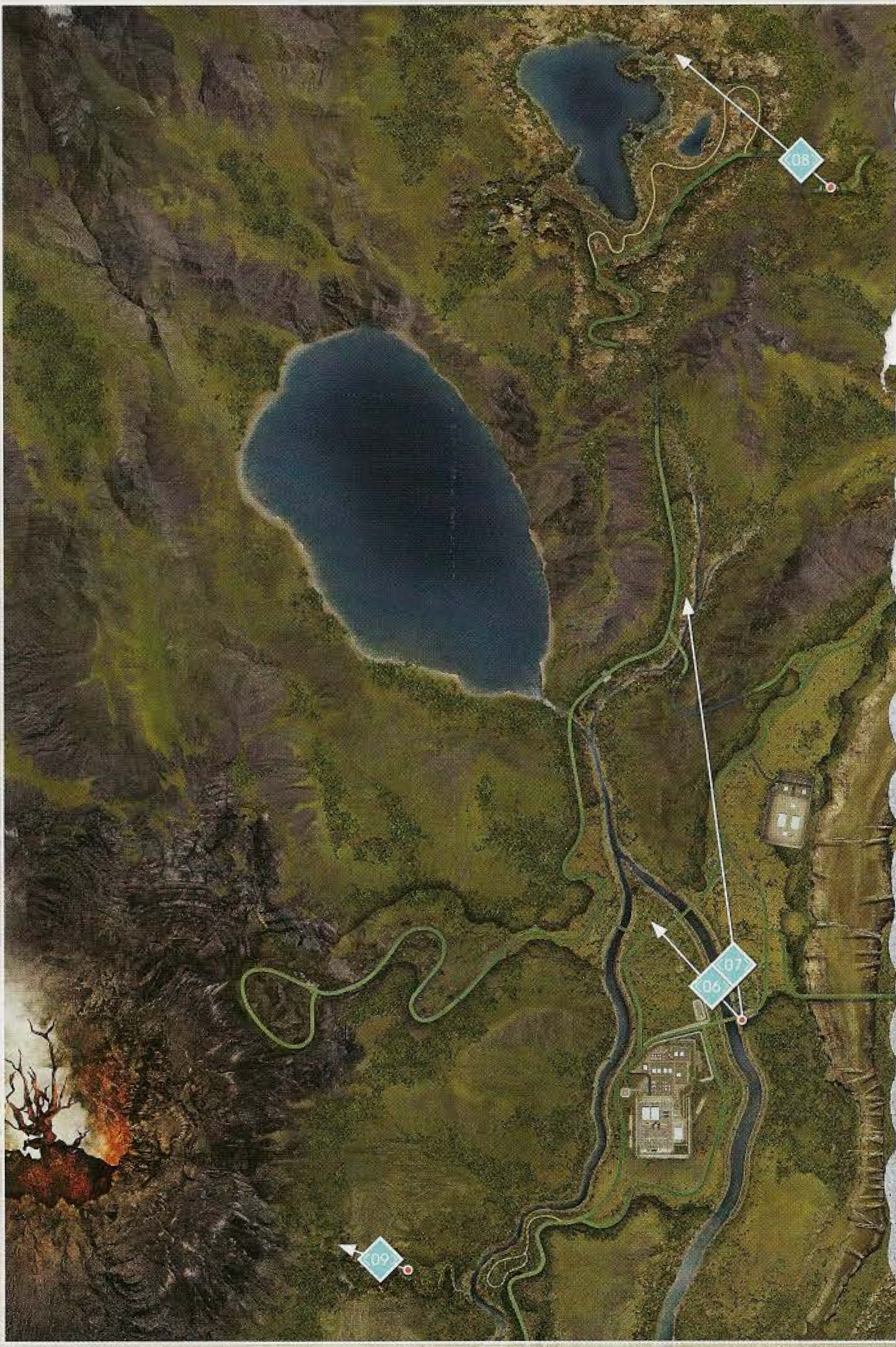
- **Unlock Condition:** Reach Chapter 02 and complete "Gone Hunting".
- **Notes:** Speak to Dave at the Prairie Outpost, close to where you originally encounter Monica. You will find the dog tag in an abandoned car directly to the south of the Prairie Outpost.
- **Reward:** 600 EXP, Mega-Potion x5

03



FINAL RESTING PLAINS

- **Unlock Condition:** Reach Chapter 03 and complete "Dust to Dust".
- **Notes:** Speak to Dave at Coernix Station – Alstor, outside a small building to the northeast. Inquire about your mission with the tipster at the station's restaurant. The Rusted Dog Tag is located to the northwest of the Disc of Cauthess, in a field of grass. Take it back to Dave to complete the assignment.
- **Reward:** 800 EXP, Elixir x10



04



A ROCKY END

- **Unlock Condition:** Complete "Final Resting Plains".
- **Notes:** Speak to Dave at the Cauthess Rest Area, outside the building opposite the diner. Once the mission is active, inquire about it by speaking to the diner's tipster. You will find the dog tag behind a large rock inside the designated area to the south.
- **Reward:** 1,000 EXP, Hi-Elixir x10

05



SWALLOWED BY SHADOWS

- **Unlock Condition:** Complete "A Rocky End".
- **Notes:** Dave now moves to the Taelpar Rest Area. Once he's given you this assignment, inquire about it with the diner's tipster to unlock the waypoint. You can then head to the search area to the southeast of the Cauthess Rest Area. The Twisted Dog Tag is found on the floor inside the storehouse. You will be ambushed by Hundlegs before you can pick it up and return it to Dave.
- **Reward:** 1,200 EXP, Hi-Elixir x10

06



A BACKWOODS BURIAL

- **Unlock Condition:** Complete "Swallowed by Shadows".
- **Notes:** Dave is now found in Old Lestallum, under a canopy by the easternmost yellow house. Speak to the tipster at the local diner then head to the designated waypoint to the north, where the river branches into two streams. The Scratched Dog Tag lies near an abandoned wooden barn. Take it back to Dave to end the mission.
- **Reward:** 1,500 EXP, Phoenix Down x10









WASHED AWAY

- **Unlock Condition:** Complete "A Backwoods Burial".
- **Notes:** Still in Old Lestallum, Dave now needs you to retrieve a dog tag just to the north of Mynbrum Haven, in the northern part of Cleigne. The item lies on large rocks by the river, though you will need to eliminate local Sahagins before you can pick it up. Return the Crushed Dog Tag to Dave when you're done.
- **Reward:** 1,800 EXP, Phoenix Down x10

MOUNTAINS OF MISFORTUNE

- **Unlock Condition:** Complete "Washed Away" and reach Chapter 07.
- **Notes:** Having moved to Meldacio Hunter HQ, on the terrace of a house with potted plants, Dave requires your services yet again. Inquire about this mission at the Meldacio restaurant, then head to the specified destination to the northwest of your current position, close to the entrance of the Steyliff Grove dungeon. After clearing the location of enemies, retrieve the Polished Dog Tag at the foot of the ruins, then deliver it to Dave.
- **Reward:** 2,000 EXP, Megalixir x5

THE WITCH OF THE WOODS

- **Unlock Condition:** Complete "Mountains of Misfortune".
- **Notes:** For this final quest in the series, go to Verinas Mart – Ravatogh and obtain information from the local restaurant. Travel to Malmalam Thicket and look for Dave on the dirt path leading to the forest. Take the small path that branches off to the left of the main trail: this leads to a wooden hut where Kimya awaits. She sends you to a new waypoint at the end of Malmalam Thicket, in front of the Royal Tomb. The Sullied Dog Tag lies a few steps to the left (west) of the tomb, at the foot of a tree and a large rock. Return to Kimya to obtain an explanation once you have the tag, then to Dave at Meldacio Hunter HQ to complete the quest.
- **Reward:** 2,500 EXP, Mega Phoenix x5

CID

From the beginning of Chapter 02, you can speak to Cid outside the garage to trigger the "Cid Sophiar, Master Mechanic" sidequest.

This is actually an entire set of secondary missions. Cid will offer you a sidequest to upgrade each weapon that bears the distinctive "+" upgrade icon. For example, giving him the Engine Blade will initiate the "A Better Engine Blade" assignment.

Your goal each time is to retrieve both a weapon and the part required to upgrade it. His work will be complete after you fulfil a specific number of quests or hunts, as revealed in our diagram below. You may then rest at a camp or lodging and Cid will call you in the morning to inform you that the upgraded weapon is ready.

The following diagram lists all of these sidequests and reveals how to complete them. Note that Cid moves from his position outside Hammerhead's garage to Cape Caem's beacon from the end of Chapter 06 to the beginning of Chapter 09.

QUEST	INITIAL WEAPON: AVAILABILITY
A Better Engine Blade	**Engine Blade:** Available from the start
A Better Engine Blade II	**Engine Blade II:** Obtained when upgrading the Engine Blade
A Better Engine Blade III	**Engine Blade III:** Obtained when upgrading the Engine Blade II
Cid Sophiar, Master Mechanic	**Drain Lance:** Final battle of Chapter 01
A Better Drain Lance II	**Drain Lance II:** Obtained when upgrading the Drain Lance
A Better Auto Crossbow	**Auto Crossbow:** Collectible inside Keycatrich Trench
A Better Bioblaster	**Bioblaster:** Collectible outside Keycatrich Trench (see page 45)
A Better Circular Saw	**Circular Saw:** Obtained from MA-X Cuirass (final battle of Chapter 02, against Loqi)
A Better Gravity Well	**Gravity Well:** Collectible in Aracheole Stronghold (see page 66)
A Better Noiseblaster	**Noiseblaster:** Collectible in Fort Vaullerey (see page 190)
A Better Drillbreaker	**Drillbreaker:** Collectible in Formouth Garrison (see page 182)
A Better Force Stealer	**Force Stealer:** Available from Tony in Cape Caem by trading Caem Carrots (see page 171)
A Better Pair of Plunderers	**Plunderers:** Available from Tony in Cape Caem by trading Caem Carrots (see page 171)
A Better Valiant	**Valiant:** Available from Tony in Cape Caem by trading Caem Carrots (see page 171)
A Better Absorb Shield	**Absorb Shield:** Available from Tony in Cape Caem by trading Caem Carrots (see page 171)



UPGRADE PART REQUIRED: AVAILABILITY	REWARD: AVAILABILITY
Rusted Bit: Common collectible	**Engine Blade II** & 500 EXP (available immediately)
Glass Gemstone: Common collectible	**Engine Blade III** & 800 EXP (available after completing one quest or hunt)
Sturdy Helixhorn: Enemy drop (break appendage): Leukorn (75%) (Old Lestallum hunt: Scrap It Now!), Spiracorn (75%) (Old Lestallum hunt: The Last Spiracorns)	**Ultima Blade** & 1,000 EXP (available after completing three quests or hunts)
Metal Scrap: Common collectible	**Drain Lance II** & 500 EXP (available immediately)
Coeurl Whiskers: Enemy drop: Coeurl (50%) (Duscae, southwest region), Elder Coeurl (100%) (Taelpar Rest Area hunt: Old Denizens of the Woods)	**Drain Lance III** & 800 EXP (available after completing one quest or hunt)
Cactuar Needle: Collectible (south of Lake Vesperpool); Enemy drop: Slactuar (100%) (very rare monster, can appear in the morning in the following places: southwest of Perpetouss Keep, northwest of Hammerhead, north of Longwythe, east of Steyliff Grove, north of Fort Vaullerey)	**Auto Crossbow Plus** & 2,000 EXP (available after completing two quests or hunts)
Dynamo: Collectible (Callatein's Plunge, outside Glacial Grotto); Enemy drop: MA-Veles (50%) (main quest: Engaging the Empire), MA-Veles-Bis (60%), MA-Hoplomachus (95%) (sidequest: Formouth Garrison)	**Bioblaster Plus** & 2,000 EXP (available after completing two quests or hunts)
Sky Gemstone: Sidequest reward (A Feline Feast)	**Circular Saw Plus** & 2,000 EXP (available after completing two quests or hunts)
Hydraulic Cylinder: Collectible (north of Fort Vaullerey); Enemy drop: MA-X Patria (97%), (dropped by landing crafts in random encounters on the world map from Chapter 05)	**Gravity Well Plus** & 2,000 EXP (available after completing two quests or hunts)
Magnetron: Collectible (Gralea); Enemy drop: MA-Hoplomachus (5%) (sidequest: Formouth Garrison)	**Noiseblaster Plus** & 2,000 EXP (available after completing two quests or hunts)
Magitek Core: Collectible (Gralea); Enemy drop: MA-X Dux (100%) (sidequest: Formouth Garrison), MA-Patria (3%) (sidequest: Formouth Garrison)	**Drillbreaker Plus** & 2,000 EXP (available after completing two quests or hunts)
Monster Claw: Enemy drop: Bandersnatch (100%) (Malmalam Thicket)	**Force Stealer II** & 800 EXP (available after completing one quest or hunt)
Barbed Scythe: Enemy drop: Killer Wasp (75%) (Malmalam Thicket)	**Plunderers II** & 800 EXP (available after completing one quest or hunt)
Earth Gemstone: Common collectible	**Valiant II** & 800 EXP (available after completing one quest or hunt)
Spiked Armor: Enemy drop (break appendage): Skarnbulette (75%) (Cauthess Rest Area hunt: Hammer the Cannibals)	**Absorb Shield II** & 800 EXP (available after completing one quest or hunt)

TAKKA



After you have retrieved your first Royal Arms during Chapter 02, speak with Takka (the owner of Hammerhead's diner) to begin a sequence of sidequests. Note that you need to move 500 feet away from Takka after completing a quest for the next one in the series to unlock.



EVERYONE LOVES BEANS

- **Unlock Condition:** Complete "Emergency Delivery".
- **Notes:** After speaking to Takka, head to the designated area in Cleigne, a short distance to the north of Old Lestallum. Eliminate the Havocfangs that appear, then return to Takka for your reward.
- **Reward:** 1,500 EXP, Leiden Pepper x5, Hulldagh Nutmeg x5, Killer Tomato x5



LESTALLUM'S FINEST

- **Unlock Condition:** Complete "Everyone Loves Beans".
- **Notes:** Once you receive the quest from Takka, head to Lestallum and speak to Furloch, one of the market's merchants. Now head to the mission waypoint, to the north of Coernix Station – Cauthess. The shipment is guarded by a Garulessa and a horde of Garulas, which are all weak to both Greatswords and Fire. Once the creatures fall, retrieve the shipment and deliver it to Furloch. You can then take the ingredients to Takka to conclude the mission.
- **Reward:** 2,000 EXP, Griffon Breast x2, Saxham Rice x5, Schier Turmeric x5





EMERGENCY DELIVERY

- **Unlock Condition:** Reach Chapter 03, complete "Hunters and Gatherers".
- **Notes:** Talk to Takka to trigger this mission, then head to the mission area. Eliminate the horde of Garulas in Alstor Slough, to the southwest of Coernix Station – Alstor, then take the Garula Sirloin back to Takka.
- **Reward:** 1,000 EXP, Cleigne Wheat x5, Killer Tomato x5, Saxham Rice x5



HUNTERS AND GATHERERS

- **Unlock Condition:** Complete "Scenic Delivery".
- **Notes:** Talk to Takka to activate the mission, then head to the designated area to the northeast to find a horde of Daggerquills. Eliminate them all (ignoring the Bandersnatch if you run into one), then return the Daggerquill Breast they yield to Takka.
- **Reward:** 500 EXP, Cleigne Wheat x5, Dualhorn Steak x5, Leiden Pepper x5, Hammerhead Hot Sandwich (new restaurant dish that you can eat to learn a cooking recipe)



A MEAT MOST MAGNIFICENT

- **Unlock Condition:** Complete "Lestallum's Finest".
- **Notes:** For his final assignment, Takka has a *big* task for you – obtaining a Catoblepas Brisket. To do so, head to Coernix Station – Alstor, and accept the "Marsh Madness! The Giant Awakens" hunt from the diner owner (which is only possible if you have reached Hunter Rank 4). The Catoblepas is weak to both Polearms and Ice, so be sure to prepare accordingly. Infusing a Polearm with Ice with Ignis's Enhancement technique is extremely effective. Focus on defending and parrying consistently and you should emerge victorious. Alternatively, staying at a safe distance and firing constantly with the Star of the Rogue (enhanced by Ignis) can work amazingly well; warp-strikes with this weapon can prove deadly, but the attendant HP cost makes this a high-risk/high-reward strategy. Once you have a Catoblepas Brisket (which might require multiple attempts if you're not lucky in terms of item drops), return to Takka.
- **Reward:** 3,000 EXP, Allural Shallot x5, Kettier Ginger x5, Sizzling Humongo-Steak (new restaurant dish that you can eat to learn a cooking recipe)



SCENIC DELIVERY

- **Unlock Condition:** Complete "The Power of Kings" during Chapter 02.
- **Notes:** Accept the quest at Hammerhead's diner, head to the shop at Galdin Quay to buy a Lucian Tomato, then deliver it to Takka. You can actually buy this ingredient when you visit Galdin Quay during Chapter 01 to complete the quest immediately.
- **Reward:** 300 EXP, Gighee Ham x2, Leiden Potato x2, Sheep Milk x2, Funguar x2

DINO

After you complete Dino's quest during Chapter 01, you can return to him during Chapter 02 to initiate a series of side missions.





To begin these quests, speak to Dino at his usual spot on a bench overlooking the dock at Galdin Quay.



NO PAIN, NO GEM

- **Unlock Condition:** Complete "Reliable Royalty".
- **Notes:** In this new treasure hunt you have little onscreen help. The Ruby Stone you seek is hidden inside the Myrlwood (which can only be accessed from Chapter 07 onward). When you enter the forest's first clearing, hug the stone wall on your left and continue moving forward. You will soon spot a cluster of red ore containing the precious stone. You can find a detailed map of this dungeon on page 188. As usual, deliver this to Dino to collect your reward.
- **Reward:** 2,000 EXP, Ruby Bracelet x1



RELIABLE ROYALTY

- **Unlock Condition:** Complete "A Stone-Studded Stunner".
- **Notes:** This time, Dino sends you to locate a Sapphire Stone on the banks of Cleigne's main river. You can find it on a small beach at the very edge of the accessible area. Deliver it to Dino to complete the assignment.
- **Reward:** 1,500 EXP, Sapphire Bracelet x1









A TREASURE BEYOND MEASURE

- **Unlock Condition:** Complete "No Pain, No Gem".
- **Notes:** For his final challenge, Dino asks you to retrieve an Emerald Stone hidden in the depths of the Costlemark Tower. This is a late-game dungeon that you should visit only with a very developed party (see page 186). Note that you can only enter it at night.
- **Reward:** 3,000 EXP, Emerald Bracelet x1

A STONE-STUDDED STUNNER

- **Unlock Condition:** Complete "The Aspiring Artisan".
- **Notes:** After receiving this quest from Dino, head to the south of Wiz Chocobo Post (which can only be done from Chapter 03 onwards). You need to find and collect three Heliodor Stones in the designated area, then take them back to the jeweler.
- **Reward:** 1,000 EXP, Heliodor Bracelet x1

THE ASPIRING ARTISAN

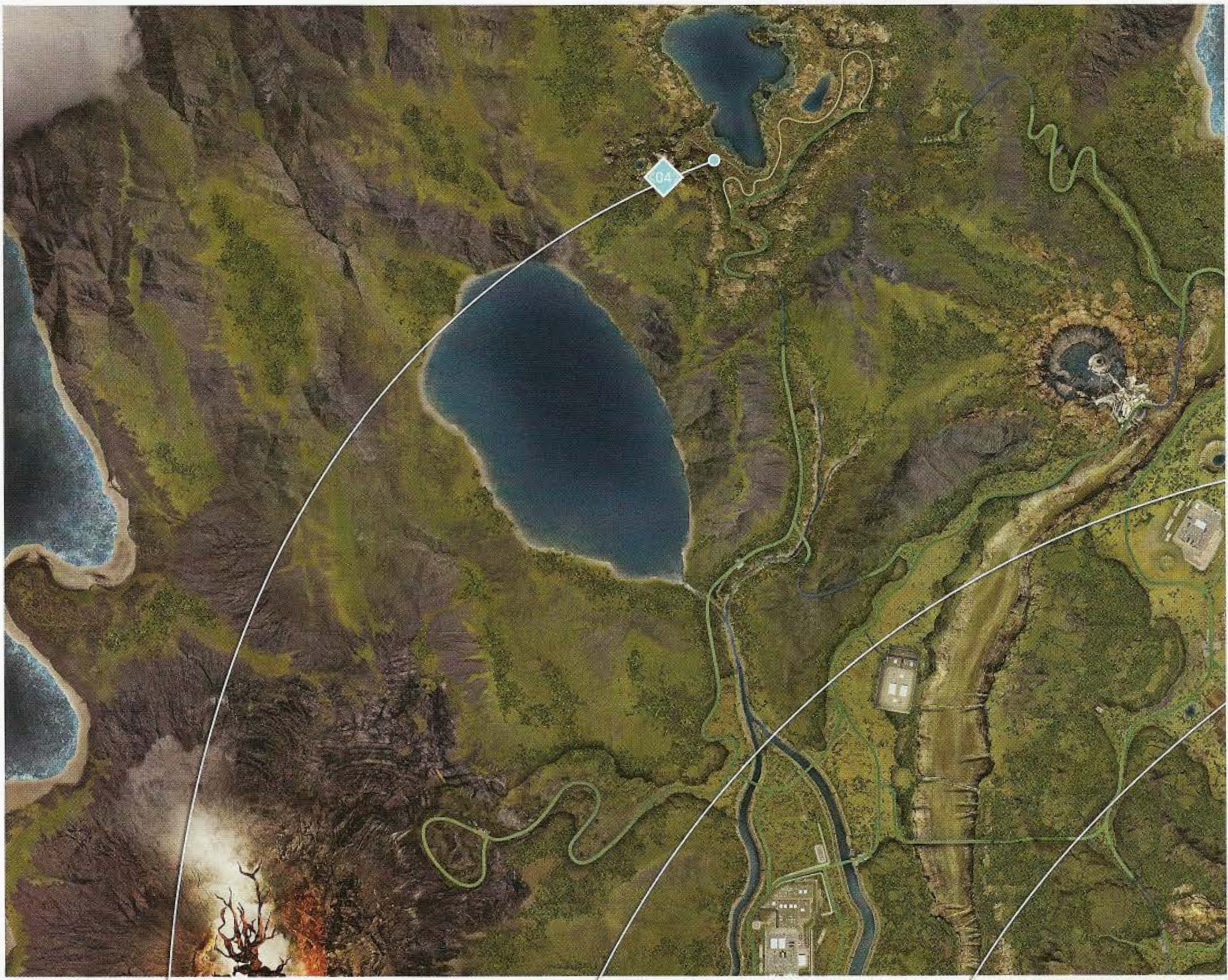
- **Unlock Condition:** Reach Chapter 02.
- **Notes:** Talk to Dino. Once the mission is active, retrieve the Amethyst Stone found to the east of Longwythe Peak, then return it to Dino.
- **Reward:** 500 EXP, Amethyst Bracelet x1

CINDY

Once you complete "The Power of Kings" during Chapter 02, you can later visit Cindy at Hammerhead to begin a collection of sidequests that will furnish you with upgrades for the Regalia. Though some of these are purely cosmetic, others offer tangible improvements to the car's performance.



To initiate each of these quests, talk to Cindy at her usual position outside Hammerhead's garage.





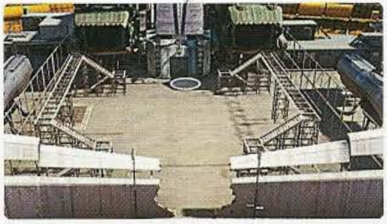
THE EVER VALOROUS REGALIA

- **Unlock Condition:** Complete "The Ever Gleaming Regalia".
- **Notes:** Once this quest is active, head to the specified area in the west part of the Vesperpool (which is only possible from Chapter 07 onward) and collect the component that lies by the dirt road, close to a car wreck. Return it to Cindy at the next opportunity, then install it via her Customize menu to upgrade the Regalia.
- **Reward:** 1,000 EXP, Supercharger component (increases the Regalia's top speed)



THE EVER GLEAMING REGALIA

- **Unlock Condition:** Complete "The Ever Elegant Regalia".
- **Notes:** Speak to Cindy and head to Alstor Slough, a short distance to the southwest of Coernix Station – Alstor (a location only available from Chapter 03 onward). The Fiberglass Coating lies close to an old car, next to a small house by the lake. Once you have it, return it to Cindy.
- **Reward:** 600 EXP, Fiberglass Coating component (keeps the Regalia clean)



INTO UNKNOWN FRONTIERS

- **Unlock Condition:** Complete "The Ever Illustrious Regalia" and "Formouth Garrison" (see page 182) and reach Chapter 15.
- **Notes:** After clearing Formouth Garrison, explore the base to find a Strange Engine collectible. If you haven't done so already, return to Aracheole Stronghold (see page 66) and pick up the Warped Wings. With all three unusual parts retrieved (you obtain the Unstable Stabilizer automatically when you clear Fort Vaullerey during Chapter 06), speak to Cindy and she will implement a remarkable Regalia upgrade that grants it the ability to fly.
- **Reward:** Regalia Type-F

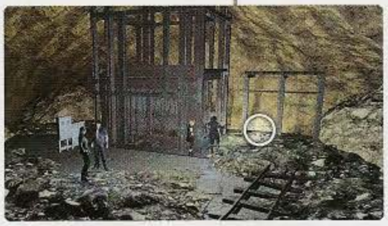
Regalia Type-F

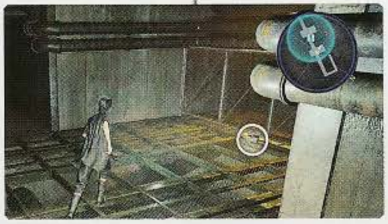


The Regalia Type-F is equipped with flight capabilities. To take off, press ◎/Ⓑ after reaching the required speed. You can then adjust your altitude with Ⓛ and land with ⊗/Ⓐ. Note that you need to carefully adjust your trajectory so as to land on a road: emergency landings on rough terrain will inevitably lead to the Game Over screen. The Regalia Type-F has another noteworthy feature: it has unlimited fuel, removing the need to ever refuel at gas pumps.









THE EVER REGAL REGALIA

- **Unlock Condition:** Reach Chapter 02 and complete "The Power of Kings".
- **Notes:** Speak to Cindy, then retrieve the Aero Wax inside the tunnel that you can access from the south of the Prairie Outpost. Eliminate the Goblins on the way, pick up the item, and then return it to Cindy. You can then install it from Cindy's Customize menu.
- **Reward:** 150 EXP, Aero Wax component for the Regalia (improves fuel efficiency)

THE EVER ELEGANT REGALIA

- **Unlock Condition:** Complete "The Ever Regal Regalia".
- **Notes:** Talk to Cindy, then head to the Balouve Mines. Retrieve the Redstone Shard at the dungeon's entrance, right next to the elevator, before you return it to Cindy to complete the quest.
- **Reward:** 500 EXP, Hammerhead Decal, Racing Stripes I Decal, Basic Color Samples

THE EVER ILLUSTRIOUS REGALIA

- **Unlock Condition:** Complete "The Ever Valorous Regalia".
- **Notes:** This time, Cindy needs you to retrieve a component hidden in the depths of the Crestholm Channels. This is a dungeon that can only be explored, let alone cleared, with a high-level party. The item lies in the room to the north of the second control panel, as described in step 01 of our walkthrough of the dungeon (see page 180). Once you have it, take it back to Cindy.
- **Reward:** 3,000 EXP, Enhanced Headlights component (drive away Daemons when you take the Regalia out at night)

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SANIA

Sania's Position: ○ Sidequest:

When you reach Duscae for the first time, you can start this chain of quests by speaking to Sania at Coernix Station – Alstor. These require that you collect passive fauna, or obtain biological samples from reluctant and (perhaps understandably) belligerent owners. Like Dave, Sania moves to different locales on completion of each mission.

01



THE PROFESSOR'S PROTÉGÉ

- **Unlock Condition:** Reach Chapter 03.
- **Notes:** Speak to Sania at Coernix Station – Alstor, then head to the waypoint in Alstor Slough. Retrieve all the frogs (see screenshot), then return them to Sania.
- **Reward:** 3,000 EXP, Star Pendant x1

02



THE PROFESSOR'S PROTÉGÉ – YELLOW FROGS

- **Unlock Condition:** Complete "The Professor's Protégé".
- **Notes:** Speak to Sania at the Cauthess Rest Area, on the upper floor of the house adjacent to the diner. Head to the specified area to the east and look for yellow frogs around the pond (they're all inside the fenced area, as shown in the accompanying screenshot), then take them back to Sania.
- **Reward:** 4,000 EXP, Rainbow Pendant x1

03



THE PROFESSOR'S PROTÉGÉ – GIGANTOAD

- **Unlock Condition:** Complete "The Professor's Protégé – Yellow Frogs".
- **Notes:** Sania now moves to Old Lestallum, near the town's east entrance. She asks you to bring her oil from Gigantoads. Head to the designated area and slay the creatures (exit the dungeon and return to the designated spot once more to fight another Gigantoad if you do not receive the Slimy Oil on your first attempt), then return their oil to Sania.
- **Reward:** 5,000 EXP, Moon Pendant x1

04



THE PROFESSOR'S PROTÉGÉ – WYVERN

- **Unlock Condition:** Complete "The Professor's Protégé – Gigantoad".
- **Notes:** Now based in Verinas Mart – Ravatogh, Sania asks you to slay a Wyvern and obtain its wing. Head to the specified area in the Rock of Ravatogh dungeon (see page 190) and defeat the beast, then take its drop back to Sania.
- **Reward:** 8,000 EXP, Earth Pendant x1





THE PROFESSOR'S PROTÉGÉ – MYRLWOOD FIREFLY

- **Unlock Condition:** Complete "The Professor's Protégé – Wyvern".
- **Notes:** For this quest you can find Sania at Meldacio Hunter HQ on the wooden terrace closest to the tunnel. She sends you on an errand to catch three fireflies in the Myrlwood (see page 188). All three are available in the dungeon's final area, outside the Royal Tomb, but there's another requirement: fireflies only appear at night. Take them back to Sania to complete the assignment.
- **Reward:** 10,000 EXP, Golden Hourglass x1

THE PROFESSOR'S PROTÉGÉ – GRIFFON

- **Unlock Condition:** Complete "The Professor's Protégé – Myrlwood Firefly".
- **Notes:** Back in Duscae, at Coernix Station – Cauthess, Sania asks you to slay a Griffon for her. To do so, you must first accept the "Ruler of the Brave Skies" hunt from Lestallum's marketplace tipster. Head to the monster's habitat, to the northwest of Coernix Station – Cauthess, choosing equipment that will exploit its weakness to Greatswords and Fire. Rest at the nearby haven to enjoy a stat-boosting meal, then **create a manual save**. A defeated Griffon can yield multiple items, so there is no guarantee that you will find the feather that you need for Sania. If you get another drop, you can either load your previous save file to try again, or return to the tipster in Lestallum, report your successful hunt, then immediately restart the quest. As for the battle itself, focus on defending and parrying when the Griffon flies around the battle zone, then go on the offensive once it lands. The Star of the Rogue can be an excellent choice of weapon thanks to the homing effect of its projectiles. After you obtain the feather, deliver it to Sania.
- **Reward:** 12,000 EXP, Safety Bit x1

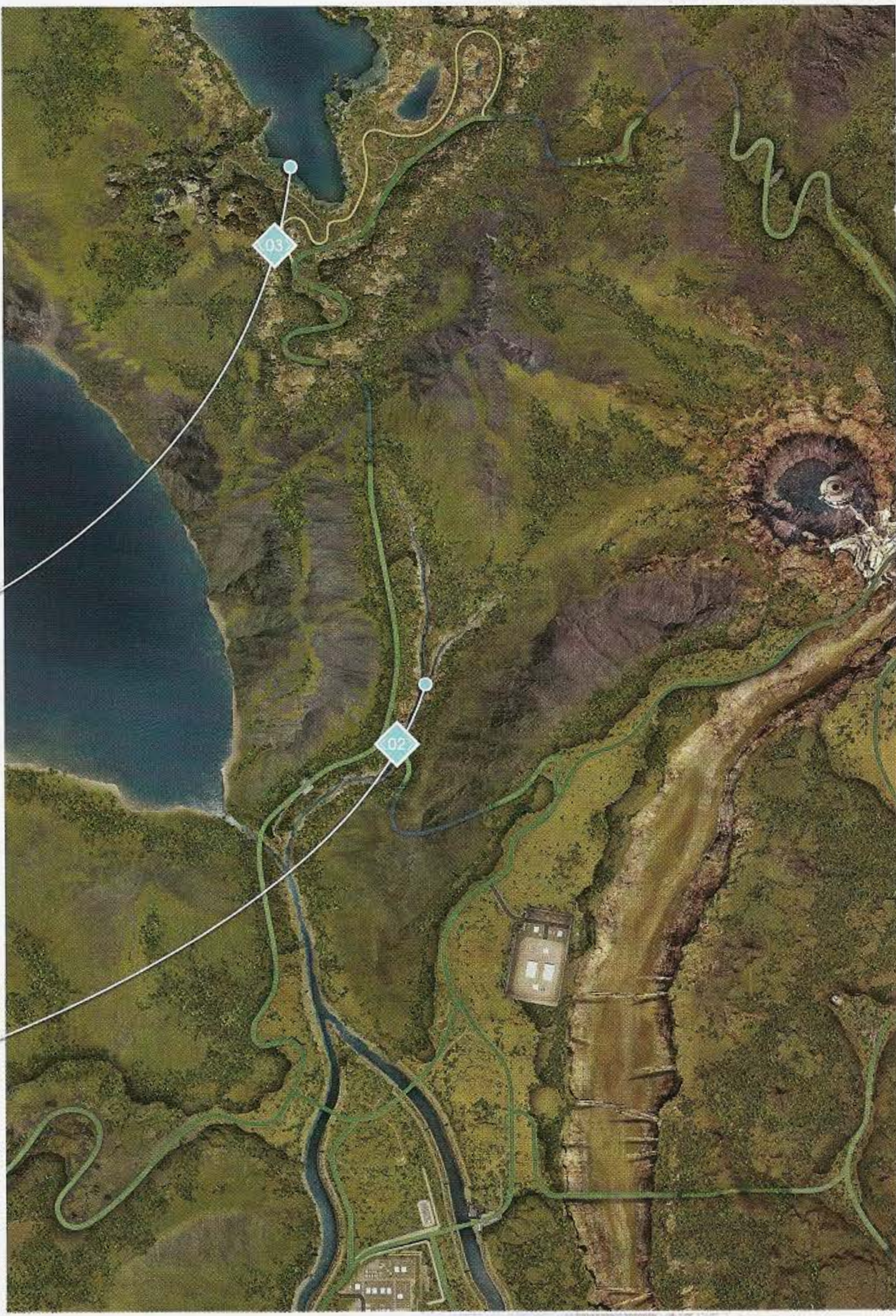
THE FROGS OF LEGEND

- **Unlock Condition:** Complete "The Professor's Protégé – Griffon".
- **Notes:** Sania, now stationed at Meldacio Hunter HQ, challenges you to accomplish a seemingly impossible task – to find five Rainbow Frogs hidden in Lucis with no waypoint or information to guide you. This is, naturally, far less challenging when you know exactly where to look. Once you have all five, take them to Sania.
- **Reward:** 15,000 EXP, Ribbon x1

NAVYTH

You can first encounter Navyth when you reach Duscae for the first time during Chapter 03. The fisherman is initially found close to the Alstor Slough fishing spot, near the cabin to the south of the main lake. Later on, he moves to different fishing spots as you complete missions for him, each time challenging you to catch particular specimens.

To complete these quests you will need a solid understanding of the fishing mini-game. This includes concepts such as using a lure suitable for the species you're trying to catch, knowing at what time of day your target is more likely to be caught, and so forth. Before you attempt to fulfill these assignments, we recommend that you take the time to read our presentation of the fishing system, along with all key concepts and parameters, on page 303.





NAVYTH'S CHALLENGE

- **Unlock Condition:** Complete "Fishing, Naturally", reach Chapter 07.
- **Fishing Spot:** The Vesperpool - West Bank (Cleigne)
- **Fish to Catch:** Vesper Gar
- **Recommended Lure:** Stinker: Malboro or Stinker: Malbodoom
- **Notes:** Your target is identified by a large yellow dot if your skill level is at 10; you will need the best possible equipment (Dragon's Beard, Death Spin, Nereid); be patient, reeling in only when your line is not under tension and always aiming in the direction that the fish is currently swimming.
- **Reward:** 3,000 EXP, Invincible Iron Giant x1



FISHING, NATURALLY

- **Unlock Condition:** Complete "Fishing Buddies".
- **Fishing Spot:** River Wennath (Cleigne)
- **Fish to Catch:** Cherrycomb Trout
- **Recommended Lure:** Whiskers: Crystal
- **Notes:** This fish is most easily caught at dawn or dusk; we recommend a skill level of at least 5.
- **Reward:** 2,000 EXP, Butterfly Edge x1







FISHING BUDDIES

- **Unlock Condition:** Reach Chapter 03.
- **Fishing Spot:** Neeglyss Pond (Alstor Slough)
- **Fish to Catch:** Crag Barramundi
- **Recommended Lure:** Sweet Jamming: Custard or Bomber: Ice Bomb
- **Notes:** Relatively easy fish to catch.
- **Reward:** 1,500 EXP, Knife T. Tonberry x1



ANGLER'S NIGHTMARE

- **Unlock Condition:** Complete "Navyth's Challenge".
- **Fishing Spot:** Vannath Coast (Galdin Quay)
- **Fish to Catch:** Murk Grouper (aka Devil of the Cygillan)
- **Recommended Lure:** Burrower: Abyss Worm
- **Notes:** This is the ultimate fishing challenge. Your target is identified by a large yellow dot if your skill level is at 10, which is really indispensable here. Take the best possible equipment (including the Llymlaen reel from the Totomostro mini-game). You will need to be extremely patient, changing your aiming direction on the fly to constantly match that of the fish, and reeling in with brief and controlled bursts, but never when the fish changes direction. The optimal time to inflict damage is right after the fish struggles for several seconds, causing your controller to vibrate. This is a very difficult and demanding duel between Noctis and the fish that will easily take 15 minutes.
- **Reward:** 5,000 EXP, Tranquility x1



VYV

After you go on a tour of Lestallum with Iris during Chapter 03, you can meet a man called Vyv. This journalist asks you to take very specific photos for him – which can only be achieved during the day. Though the EXP rewards are welcome, it is perhaps the substantial Gil payments that make these travel-oriented missions worthwhile.



To begin each of these quests, talk to Vyv at Lestallum's lookout – as shown here.



THE PEN IS MIGHTIER THAN THE SWORD

- **Unlock Condition:** Complete "A Place to Call Home".
- **Notes:** After accepting this assignment from Vyv, you have three photos to take of imperial bases in Lucis: Formouth Garrison in Leide (close to the Prairie Outpost), Tollhends Stronghold in Cleigne (north of Old Lestallum), and Perpetouss Keep in Duscae (to the southwest of the Cauthess Rest Area). Note that each individual picture is part of a specific sub-quest that you need to select manually in the main menu to activate the corresponding waypoint. You may be attacked by a large number of imperial troops in each location, so be prepared in advance – and save beforehand. When you have all three pictures, report back to Vyv.
- **Reward:** 4,000 EXP, 20,000 Gil

AFTERMATH OF THE ASTRAL WAR

- **Unlock Condition:** Complete "An Eye for Islands".
- **Notes:** This time Vyv needs two shots of Taelpar Crag: one from the lookout tower close to Tollhends Stronghold, and one from the bridge to the east of Old Lestallum. Once you have both pictures, return to Vyv.
- **Reward:** 2,000 EXP, 10,000 Gil

THE PERFECT LANDSCAPE

- **Unlock Condition:** Complete "A Stroll for Two" during Chapter 03.
- **Notes:** Speak to Vyv, then head to the two waypoints – one to the north of the Disc of Cauthess and one by the chocobo racing courses. Return to Vyv to complete the assignment.
- **Reward:** 1,000 EXP, 5,000 Gil



VYV'S VOLCANIC INSPIRATION

- **Unlock Condition:** Complete "Of Gods and Kings".
- **Notes:** Once Vyv has given you this new assignment, head to the Rock of Ravatogh and go up the slope that leads to the lava waterfall (the long dead-end to the west of the map). The heat will take a heavy toll on your health, so pay attention to HP gauges. Eliminate the Thunderocs on the way: they're weak to both Fire and Firearms. Once at the top of the slope, take a picture at the photo spot. You can then report back to Vyv.
- **Reward:** 3,000 EXP, 15,000 Gil

THE CURSED CANVAS

- **Unlock Condition:** Complete "The Pen is Mightier than the Sword", reach Chapter 09.
- **Notes:** For this final assignment from Vyv, head to Altissia after accepting the mission. Visit Maagho and begin the "A Lost Painting" hunt, then travel to the hunt waypoint in the basement of the Secretary's Estate. Once in the basement, Prompto will automatically take a picture of the painting. Whether you complete the hunt or not is irrelevant here: all you need is the photograph. Return to Lucis using the "Call Umbra" feature while resting at the Leville, then report back to Vyv one final time.
- **Reward:** 5,000 EXP, 25,000 Gil







OF GODS AND KINGS

- **Unlock Condition:** Complete "Aftermath of the Astral War".
- **Notes:** Speak to Vyv. Head to the designated area in the southeast of Duscae and photograph the gate of the Royal Tomb, then the tomb itself. Report back to Vyv.
- **Reward:** 2,500 EXP, 12,500 Gil



AN EYE FOR ISLANDS

- **Unlock Condition:** Complete "The Perfect Landscape".
- **Notes:** Speak to Vyv, then head to Galdin Quay to take a photograph. Either site will suffice. Return to Vyv.
- **Reward:** 1,500 EXP, 7,500 Gil

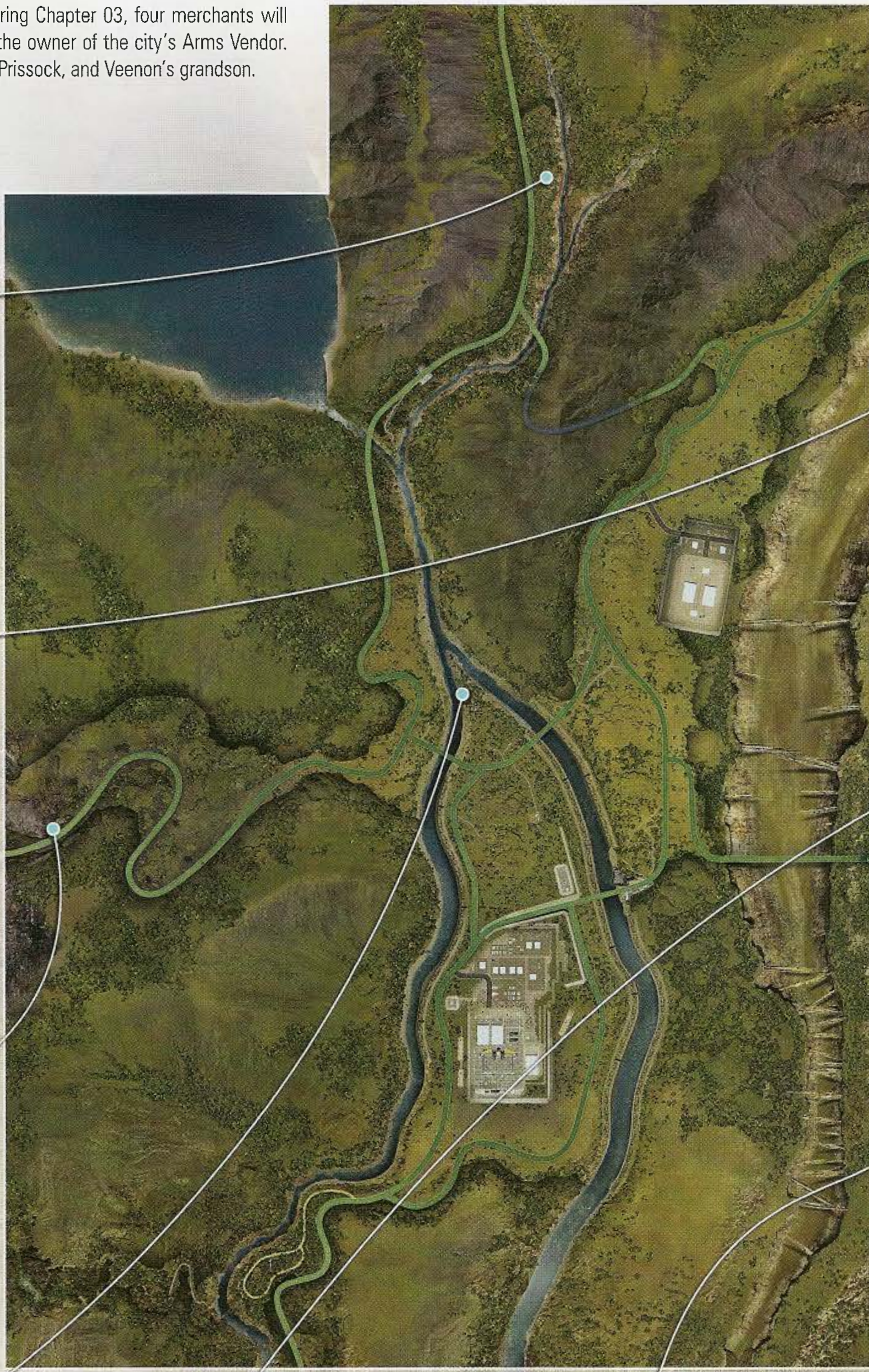


A PLACE TO CALL HOME

- **Unlock Condition:** Complete "Vyv's Volcanic Inspiration".
- **Notes:** This new assignment from Vyv will take you to a familiar place – the hill overlooking Insomnia, where you ended Chapter 01 many hours before. This should all be very familiar to you, so take the shot at the edge of the cliff before you return to Vyv.
- **Reward:** 3,500 EXP, 17,500 Gil, Time photo filter

LESTALLUM MERCHANTS

After you complete a tour of Lestallum with Iris during Chapter 03, four merchants will subsequently offer you sidequests. One of them is the owner of the city's Arms Vendor. The other three are all found in the market: Furloch, Prissock, and Veenon's grandson.





VAN, INTERRUPTED

- **Vendor:** Prissock (first quest)
- **Unlock Condition:** Complete "A Stroll for Two".
- **Notes:** Speak to Prissock, then head to the designated area to the northeast of the Glacial Grotto. Eliminate the Killer Bees surrounding the vehicle, retrieve its cargo and take it back to Prissock.
- **Reward:** 2,000 EXP



ACE OF CARAPACE

- **Vendor:** Arms Vendor (first quest)
- **Unlock Condition:** Complete "A Stroll for Two".
- **Notes:** Speak to the Arms Vendor, then head to the waypoint. Eliminate the Bulettes at the base of the antenna pylon to the south of Lestallum, then deliver their carapaces to the Arms Vendor.
- **Reward:** 1,500 EXP; discount applied to all articles sold by this vendor



STING YOUR PRAISES

- **Vendor:** Arms Vendor (third quest).
- **Unlock Condition:** Complete "Tails Spin".
- **Notes:** For his final mission, the Arms Vendor asks you to bring him stingers from Saphyrtails. Head to the specified area, to the north of the road that leads to the Rock of Ravatogh, and eliminate the beasts before making the delivery to your client.
- **Reward:** 4,000 EXP; discount applied to all articles sold by this vendor



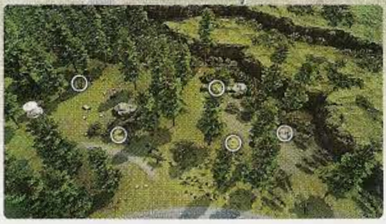
TAILS SPIN

- **Vendor:** Arms Vendor (second quest)
- **Unlock Condition:** Complete "Ace of Carapace".
- **Notes:** Speak to the Arms Vendor then head to the designated waypoint, on the beach where Cleigne's main river branches. Slay the Spiracorns that appear there, then take their Supple Tails back to your client.
- **Reward:** 2,000 EXP



ON THE HUNT FOR A HARVEST

- **Vendor:** Furloch (first quest)
- **Unlock Condition:** Complete "A Stroll for Two".
- **Notes:** Speak to Furloch then head to his farm, to the south of Coernix Station – Cauthess. Talk to Furloch's nephew before you slay the beasts in the nearby field. Harvest green beans and check in with the nephew afterwards, then return to Furloch in Lestallum.
- **Reward:** 2,000 EXP; discount applied to all articles sold by this vendor



MIND THE TRAP

- **Vendor:** Veenon's grandson
- **Unlock Condition:** Complete "A Stroll for Two".
- **Notes:** Speak to Veenon's grandson, then head to the Taelpar Rest Area and talk to the designated hunter. Disarm the traps in the marked area to the south, then report back to the hunter before you later claim your reward from Veenon's grandson.
- **Reward:** 1,500 EXP; discount applied to all articles sold by this vendor









VEGGING OUT

- **Vendor:** Furloch (third quest)
- **Unlock Condition:** Complete "Wild about Onions".
- **Notes:** This time, Furloch needs you to collect an aromatic root from a position to the south of the Cauthess Rest Area. Once you have completed the harvest, take the requested items back to the merchant.
- **Reward:** 3,000 EXP; discount applied to all articles sold by this vendor

WILD ABOUT ONIONS

- **Vendor:** Furloch (second quest)
- **Unlock Condition:** Complete "On the Hunt for a Harvest".
- **Notes:** Speak to Furloch, then head to the designated farm to the east of the Disc of Cauthess. Harvest the bulbous onion and deliver it to Furloch to complete the assignment.
- **Reward:** 2,500 EXP

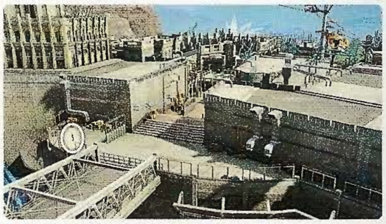
VAN, INTERRUPTED AGAIN

- **Vendor:** Prissock (second quest)
- **Unlock Condition:** Complete "Van, Interrupted".
- **Notes:** Once you have received this assignment from Prissock, head to the specified area, to the southeast of Wiz Chocobo Post. The abandoned van is clearly visible by the road, though you will need to defeat the local fauna to retrieve the cargo. Take it back to Prissock when you're ready to do so.
- **Reward:** 2,500 EXP; discount applied to all articles sold by this vendor

HOLLY

After you reach Cape Caem during Chapter 08, you can begin this series of sidequests by speaking to Holly.





To begin each of these quests, talk to Holly. She can be found in front of the entrance to Lestallum's power plant, as shown here.

01



STEAM VALVE INSPECTION

- **Unlock Condition:** Reach Chapter 08.
- **Notes:** For her first assignment, Holly asks you to check eight valves in a designated area (broadly, the eastern half of Lestallum). You're looking for sets of three vertical blue pipes with a trio of valves aligned horizontally – one per pipe. Scour the streets slowly and methodically, including the outer edges of the specified area. If you struggle to locate them all, refer to the accompanying screenshot. Return to Holly once you've fixed all valves.
- **Reward:** 2,000 EXP, 2,500 Gil

N

02







POWER TO THE PYLONS

- **Unlock Condition:** Complete "Steam Valve Inspection".
- **Notes:** After accepting this assignment from Holly, head to the designated areas and search in each one for a pylon with a ladder (the correct pylons can be identified from a distance by the presence of an orange cable car nearby). The one close to Lestallum ("Power to the Pylons I") stands in the western half of the specified area. The one close to Old Lestallum ("Power to the Pylons II") is found in the northern half of the search zone. The one to the north of Fort Vaullerey ("Power to the Pylons III") stands in the northern part of the specified area. Once you have checked the valve at the top of each pylon, return to Holly.
- **Reward:** 3,000 EXP, 5,000 Gil



HOLDING BACK THE DARK

- **Unlock Condition:** Complete "Power to the Pylons".
- **Notes:** This time, Holly ask you to check lights in three completely different locations in Lucis: one in Cleigne (Burbost Souvenir Emporium), and two in Duscae (Coernix Station – Cauthess and Cauthess Rest Area). Each device is marked with a clear waypoint, but feel free to refer to our screenshots for visual help. You are ambushed by monsters after the third inspection, but this should be a routine battle. Report back to Holly once you've completed all three steps.
- **Reward:** 4,000 EXP, 10,000 Gil

CHOCOBOS

There are numerous quests and activities that relate to chocobos, generally found in and around Wiz Chocobo Post.

Friends of a Feather

At the beginning of Chapter 03, your party automatically makes a stop at Coernix Station – Alstor. After Noctis receives a phone call from Iris, there is an interactive conversation with Prompto. Accept his suggestion to visit the Chocobo Post: this sets "Friends of a Feather" as your active sidequest.

There are two steps that you must complete to finish this assignment:

- First, you need to speak to Wiz at the Chocobo Post. From Coernix Station – Alstor, it's a short journey in the Regalia.
- Once the conversation with Wiz is over, speak to him again and select "A Behemoth Undertaking" from his list of hunts. Complete this noteworthy hunt (see page 52 for details) and return to Wiz to also finish "Friends of a Feather".

Your payment is 1,500 EXP and a Chocobo Whistle. The real reward, though, is that you also unlock the Rent-a-Bird service. From now on, you can use any of these terminals to rent chocobos for your party, which makes it far less time-consuming to explore the vast expanses of Lucis.

Rent-a-Bird

After you have completed the "A Behemoth Undertaking" hunt, all Rent-a-Bird terminals ( ) in Lucis become active. This is a major feature that expands your traveling options.

For long-haul trips, the Regalia remains the best choice. It's fast, reliable, and practically free given the negligible cost of gas. For journeys where you leave roadways and car-friendly dirt trails behind, however, chocobos cut down travel time substantially. Their speed is far greater than moving on foot, while their agility makes it easier to bypass combat encounters that you are not inclined to take part in.

To rent a chocobo, interact with any Rent-a-Bird station and purchase a rental ticket. The greater the duration, the higher the price – but don't let this dissuade you from long bookings, as the fees are relatively nominal. Rental chocobos return to the post when the lease expires. If this should end mid-ride, the chocobo will depart after you dismount.

With your ticket in hand, you can whistle for your bird at any time. To do so, open the Items window with R2/RT, then press ✥ and select "Call Chocobo". Your mount will appear almost instantly and take you wherever you please. Refer to the section that follows for a complete overview of chocobo controls.

By default, your chocobos have the following stats: running speed of 17 mph; sprinting speed of 25 mph; jumping height of 5' 5"; stamina of 60. The more time you spend riding chocobos (staying idle does not count – you need to be on the move), the more they level up, as shown in the Chocobo Levels table. Each additional level that you reach improves your chocobos' attributes or grants them a new ability.



Chocobo Levels

CHOCOBO LEVEL	RIDING TIME	BONUS
1	-	-
2	2 min	New ability: Dash de Chocobo (you can summon your chocobo to flee once per battle)
3	6 min	Max stamina +10, running speed increased (20 mph)
4	8 min	New ability: Kick de Chocobo (your chocobo can join you in battles and deliver a devastating kick)
5	12 min	Max stamina +10, sprinting speed increased (28 mph)
6	16 min	New ability: Dance de Chocobo (your chocobo can buff you)
7	20 min	Max stamina +10, jumping height increased (8' 8")
8	20 min	New ability: Rush de Chocobo (your chocobo can unleash a flurry of attacks)
9	24 min	Max stamina +10, stamina recovery rate x2
10	30 min	Link de Chocobo: your chocobo can perform Blindside-link attacks with Noctis

Chocobo Races

Once you have completed "A Behemoth Undertaking", you can take part in chocobo races by speaking to the man inside the small cabin across the highway south of Wiz Chocobo Post.



General Information

There are up to seven races available in total, though not all are immediately available – as revealed in the table on the right-hand page.

Controls

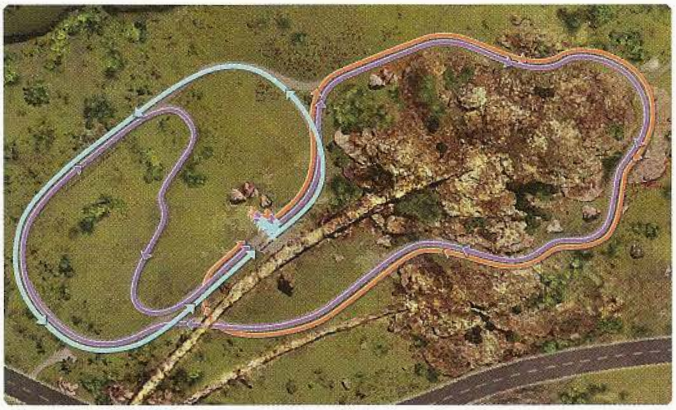
Controls during chocobo races are very straightforward.

Controls: Overview

PS4	XBOX ONE	SUMMARY
L	L	Walk and steer
R	R	Control camera
○	B	Jump
⊗	A	Dismount
□	X	Sprint (only possible while trotting)
R2	RT	Trot
L2	LT	Tap to slide, hold to halt

Chocobo Races: Overview

RACE	UNLOCK CONDITION	COURSE	REWARD
Vs. Prompto	Complete "A Behemoth Undertaking".	**Short**	Rounsey Medal
Vs. Gladio	Win a race vs. Prompto.	**Medium**	Destrier Medal
Chocobo Hoops: Grange Gallop	Win a race vs. Gladio.	**Short**	Short Course Medal
Vs. Ignis	Win a race of Chocobo Hoops: Grange Gallop, and reach Chapter 05.	**Long**	Corser Medal
Full Field	Win a race vs. Ignis.	**Short**	Fat Chocobo Medal
Chocobo Hoops: Rocky Road	Win a Full Field race.	**Long**	Long Course Medal
Vs. Iris	Win a race of Chocobo Hoops: Rocky Road, and reach Chapter 06.	**Medium**	Jennet Medal (you also obtain the Jockey Master Medal from the man at the reception after obtaining all other medals)



As a rule, you should be trotting with R2/RT at all times, adjusting L to either side whenever you need to turn (and leaving the stick alone the rest of the time). To boost your overall speed, you have two methods available, which you should use alternately:

- **Press** □/X to sprint at regular intervals. Doing so enables you to reach maximum speed for a few seconds, but depletes your stamina.
- **Briefly tap** L2/LT as you trot to perform a forward slide, then tap it again right after the chocobo jumps. Not only does this give you a small burst of speed, but both taps refill a portion of your stamina bar. You might find it useful to watch the gauge, not the chocobo, to master the timing of the second (more profitable) button press. You can also use this stamina recharge trick while riding chocobos during general exploration.

"Vs." Races

In all "Vs." races, you compete against at least one of your friends. Your goal is to pass through each checkpoint and reach the finish line first.

- **Stamina:** The key to succeeding in races is to optimize your use of stamina. Your chocobo's stamina bar appears in the bottom-left corner of the screen. Every time that you press □/X to sprint, a small chunk is removed from the bar. The bar only replenishes when you are not sprinting. The ideal strategy, then, is to initiate a sprint every time a previous dash comes to an end to remain at maximum speed at practically all times.
- **Slide:** When the stamina bar is almost empty, perform a few consecutive slides by briefly tapping L2/LT (once to initiate a slide, then again just after the chocobo jumps). This will maintain you at a higher speed than the basic trot, while refilling your gauge incrementally. As soon as it is sufficiently regenerated, you can go back to sprinting.
- **Greens:** To win the more difficult races, consider resting at the nearby Killiam Haven. This will enable you to feed Greens to your chocobos, temporarily boosting their abilities. You can purchase these vegetables from the Chocobo Salon at Wiz Chocobo Post. Leveling up your chocobo by running around on the world map will also help by improving its attributes and speed.
- **Mini-Map:** You can view the position of your rivals on the mini-map – they're all represented by the initial of their name (except for Iris). This useful visual aid makes it easier to pace yourself and manage your chocobo's stamina. If they are far behind, you can ease off and take fewer risks.

"Hoops" Races

In the "Hoops" races, Noctis is alone on the course. You compete against the clock in what is essentially a "time attack" mode, where the challenge lies in passing through all checkpoints and jumping through all circular hoops on the track.

- **Vegetables:** Every time you grab a vegetable, Noctis enjoys a temporary but significant speed boost. Collect as many as you can: these make it much easier to reach the finish line within the allotted time. Ideally, you should try to sprint whenever you are not under the effect of a vegetable to maintain maximum speed.
- **Jumps:** To successfully pass through the hoops you need to perform timely jumps. You will also need to hop over obstacles such as crates. Familiarize yourself with this move to get a sense of its timing. Leaping a couple of steps before each object is usually the best approach.
- **Obstacles:** Most of the obstacles on your way are relatively easy to navigate. Adjust your trajectory in advance to slalom between them or jump over them. Note that holding the jump button lets you glide for a few yards: this can be a useful way to adjust the distances you cover when leaping.
- **Elaborate Obstacles:** In the second Hoop race (Rocky Road), multiple stacks of crates sometimes form a stair-like obstacle, and you have to climb to the highest "step" to be able to jump through the hoop. In these cases, the most important factor is your preparation. Try to make your approach so that the obstacle and the hoop beyond are aligned: this way, you can focus on the timing of your jumps without worrying about steering.



After you complete the "A Behemoth Undertaking" hunt, Wiz offers a sequence of assignments. Note that you need to move 1,000 feet away from Wiz after completing a quest for the next one in the series to become available.



SAVIOR OF THE SPECIES

- **Unlock Condition:** Complete "Chase That Chocobo!" and reach Chapter 07.
- **Notes**: Wiz's final mission requires you to retrieve a chocobo egg by the Vesperpool lake in Cleigne. You will need to eliminate a large horde of Sahagin monsters to achieve this. Once you have the egg, return it to Wiz. You then need to wait for the egg to hatch, so attend to other quests until you receive an invitation to return.
- **Reward:** 2,500 EXP



A FEATHERY FEAST

- **Unlock Condition:** Complete "Bird on the Brink".
- **Notes:** Wiz now sends you to find a specific ingredient – Aegir Root – to the west of the Cauthess Rest Area, a few steps from Fallaughns Haven. Pick it up and deliver it to Wiz.
- **Reward:** 1,500 EXP, Fat Chocobo Triple-Decker (new restaurant dish that you can eat to learn a cooking recipe)



BIRD ON THE BRINK

- **Unlock Condition:** Complete "Where the Wild Chocobos Are".
- **Notes:** This time, Wiz asks you to save an ailing chocobo. Go to the designated area, to the south of the Cauthess Rest Area, and heal the bird with a potion before you report back to Wiz.
- **Reward:** 1,000 EXP







WHERE THE WILD CHOCOBOS ARE

- **Unlock Condition:** Complete "A Behemoth Undertaking".
- **Notes:** For this first quest, Wiz asks you to take a picture of a chocobo located in what used to be Deadeye's lair. Return to the field where you tailed Deadeye in the fog and look for the bird, as shown here. Press ⊗/Ⓐ while in close proximity to have Prompto take a photo, then return to Wiz.
- **Reward:** 500 EXP, Xelphatol Apple Seeds x1, Doman Plum Pits x1, Mamook Pear Seeds x1

CHASE THAT CHOCOBO!

- **Unlock Condition:** Complete "A Feathery Feast".
- **Notes:** For this new assignment, Wiz sends you to the Three Valleys region in Leide to rescue a chocobo. The bird is hiding behind the big wreck in front of the largest barn. Heal it with a potion, then report back to Wiz.
- **Reward:** 2,000 EXP, Valfruit Seeds x1, O'Ghomoro Berry Seeds x1, Cieldalaes Pineapple Seeds x1, Han Lemon Seeds x1

Gladio: Training

Each haven offers an option to partake in a training session. At first, sparring with your party members is a great way to practice your basic combat skills. As your proficiency increases and you advance in the adventure, however, this becomes a challenge in and of itself.

Gladio: Training – Overview

NAME	SPARRING OPPONENT	REWARDS: ITEM	REWARDS: AP
Basic Drills (Level 5)	Gladio	-	5
Serious Practice (Level 10)	Gladio	-	5
Vs. Gladio and Ignis (Level 17)	Gladio & Ignis	-	5
Vs. Gladio and Prompto (Level 25)	Gladio & Prompto	-	5
Vs. Everyone (Level 45)	Gladio, Ignis & Prompto	Gold Bangle	5
Final Trial (Level 90)	Gladio, Ignis & Prompto	Blue Diamond Bracelet	5

Ignis: Pilgrimage

This sidequest is only available during Chapter 03. Look for a man a short walk to the west of Wiz Chocobo Post; he's highlighted by a quest marker. If you interact with him, Ignis initiates an interactive conversation where you can accept or refuse his suggestion.

If you accept, head to your destination (the entrance gate to the Disc of Cauthess) however you see fit; taking the Regalia with Ignis as the driver is probably the easiest option.

The mission is completed (with a 500 EXP reward) when you get close to the gate. An imperial attack force will appear simultaneously. You should be able to defeat these adversaries without too much trouble if you are Level 16 or thereabouts, but if in doubt, just sprint out of the combat area.

Friendly Cat: Kitty Catering

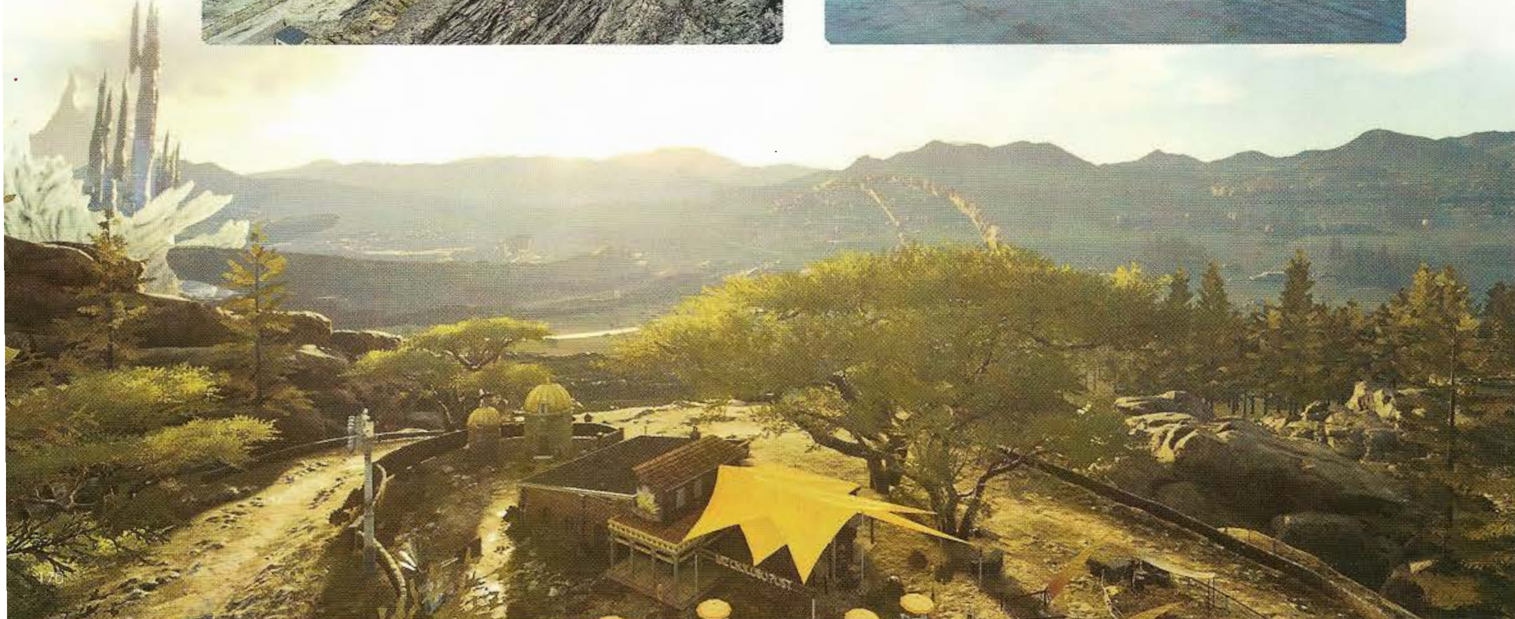
This sidequest becomes available after you meet Dino for the first time in Galdin Quay during Chapter 01. Follow the steps below to complete it:

- Interact with the cat on the pier that leads into the main building at Galdin Quay.
- Head to the fishing cabin on the nearby beach and purchase a handful of Spider Silk fishing lines and lures. (Alternatively, note that you can purchase a Giant Trevally Filet from the local general store and return to the cat immediately if you do not wish to fish.)
- Fish from the adjacent pier until you get a bite. Aim with L and cast your line with ⊗/A. You can then reel in with R2/RT, tilting L in the relevant direction when corresponding prompts appear on the screen. If you would like additional guidance, refer to our guide to this fishing mini-game on page 303.
- Once you have the required fish, interact with the cat a second time.
- Consult the chef, Coctura, at the nearby Mother of Pearl restaurant, inside the main building.
- Take the dish she prepares to the cat.

Your reward for completing this task is 600 EXP and Dragon Scales.







Iris: Living off the Land

Speak to Iris at Cape Caem after you reach Chapter 08 to trigger this quest. After the introduction, head to the plot next to the house and plant the seeds you received from Iris. Rest one night (you can sleep upstairs in the house) and come back the next day to harvest the carrots and complete this short task for 500 EXP. Note that the number of vegetables obtained after each harvest can vary in accordance with the weather, as described in the accompanying table.

Harvest Yields

CARROTS HARVESTED	SUNNY WEATHER	CLOUDY WEATHER	RAINY WEATHER
5	20%	10%	5%
4	30%	15%	10%
3	50%	30%	20%
2	-	45%	30%
1	-	-	35%

Your first harvest triggers the arrival of a local restauranteur named Tony, who will exchange the Caem Carrots you grow for valuable items. You can then plant a new batch of seeds immediately. However, you must complete one quest (of any type: main story or optional) each time before you can plant subsequent crops and repeat the process.

Tony's Trades

NAME	POSSIBLE ITEM	COST
Gil	500 Gil	1 carrot
Vegetables	Ulwaat Berries	2 carrots
Auto Parts	Decal (Gladio, Noctis, Prompto, Ignis, or Umbra)	3 carrots
Weapons	Force Stealer, Plunderers, Valiant, or Absorb Shield	4 carrots

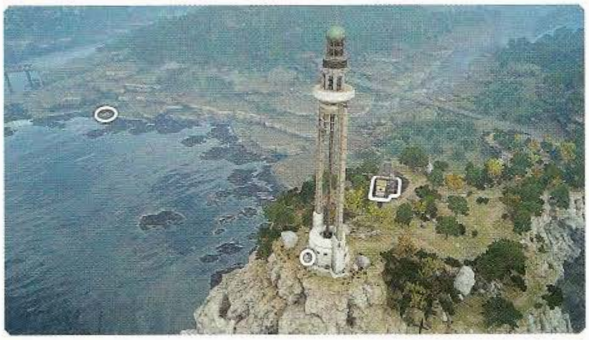


Friendly Cat: A Feline Feast

This sidequest becomes available during Chapter 08 if you have completed "Kitty Catering" and "Living off the Land". The steps required to fulfill it are as follows:

- Interact with the cat behind the lighthouse at Cape Caem.
- Speak to Monica inside the house.
- Fish a Dark Allural Seabass from the local fishing spot (Caem Shore), just below Spelcray Haven. You can use the Deadly Waters: Coraldevil lure to achieve this, available at the JM Market – Caem shop.
- Take the fish back to Monica.
- Deliver the cat food made by Monica to the cat. Note that you can skip most steps in this quest by purchasing an expensive can of Luxury Cat Food from the JM Market – Caem shop, and deliver this directly to the cat.

Your reward for completing this task is 1,200 EXP and a Sky Gemstone.



Coctura: Berried Memories

This sidequest becomes available after you complete "Living off the Land".

- Talk to Coctura, the chef behind the counter at Galdin Quay.
- Grow and pick Caem Carrots in the crop plot at Cape Caem.
- Trade two Caem Carrots with Tony for Ulwaat Berries.
- Deliver the berries to Coctura.

Your reward for completing this task is 5,000 EXP, 3,000 Gil, Leiden Sweet Potato x1, Fine Cleigne Wheat x1, Ulwaat Berries x1.





Talcott: Crazy about Cactuars

Once you reach Cape Caem during Chapter 08, Talcott will permanently reside at the house. Talk to him to begin this two-step mission, then set out to find the figurines. If you have already purchased one or both of them, quest steps will be completed automatically.

◇ "**A Cactuar of Wood**" is completed when you buy the Cactuar Statuette from the shop at Wiz Chocobo Post.

◇ "**A Cactuar of Mortar**" is completed when you buy the Cactuar Model from the antique shop in Lestallum's market.

Formally completing this quest is not quite the end of it, however. There are two additional steps you can take to elicit secret reactions from the boy.



◇ "**A Cactuar of Marble**" is completed by buying the Cactuar Sculpture from the shop right outside the Leville hotel in Altissia. Taking this figurine back to Cape Caem leads to a secret reaction from Talcott.



◇ "**A Cactuar of Mythril**" is completed when you collect the Cactuar Effigy from the position shown here in Formouth Garrison (which is only possible after clearing this imperial base – a challenge that requires a very strong party). This leads to another secret reaction from Talcott.

Prompto: Symbol of the Peace

During your stay in Altissia in Chapter 09, you will hear about Lunafreya's wedding dress when you approach the small bridge a short walk to the northeast of the immigration booths. Head to Vivienne Westwood's store, shown here, to complete this assignment. It is easy to find from the Secretary's Estate: if you follow the street to the south, you'll soon see it. Completing this short objective rewards you with 1,000 EXP.





Gladio: The Perfect Cup

This mission becomes available after you reach Chapter 08 and trigger the "A Brave New World" main quest. Following a brief introduction cutscene called "A Need for Noodles", it is automatically triggered when you walk by the Cup Noodles truck in Lestallum, and begins with an interactive conversation where Gladio asks you about your favorite ingredient. Your answer really matters here, as it determines where you will go to acquire the foodstuff in question. There are three scenarios that lead you to either look for a slab of Behemoth meat, an enormous egg from the Zu's nest atop the Rock of Ravatogh, or a crustacean carapace from the gigantic Karlabos. After you have made your choice, inquire about this mission from the local tipster (the owner of the restaurant in the city's main thoroughfare), then head to your chosen hunting ground.



Keep in mind that you can only complete one scenario per playthrough (receiving 4,000 EXP and a new Cup Noodle recipe in the process). Make a note of your choice to enable you to pick another when you return in a different playthrough.





Meat Scenario: Head to the designated area in Leide, just south of the Prairie Outpost. Defeat the Behemoth to obtain its meat, then make camp at a nearby haven to dine on Cup Noodles. The monster is weak to Greatswords and Shields, but resists Fire and Light damage. Choose your favorite weapons and focus on defending and parrying, making every counterattack possibility count. Try to target its legs as "breaking" them can topple the creature, offering you a chance to inflict massive damage. Greatswords can prove useful here thanks to their range and area-of-effect properties, enabling them to hit multiple body parts with a single, sweeping blow.





Egg Scenario: Head to the summit of the Rock of Ravatogh in Cleigne. Take the small path to the right of the haven at the top until you reach the giant nest. Interact with one of the eggs in the nest, then leave the area via the tunnel on the other side. Rest at a haven to complete the assignment.





Shrimp Scenario: Head to the designated area, a little to the west of Cape Caem in Cleigne. Eliminate the Karlabos and make camp at a haven to savor your hard-earned meal. This species is weak to Swords, Polearms, and Ice, and resistant to Fire damage. Ignis's Enhancement technique is useful here.



Cindy: Let Sleeping Mountains Lie

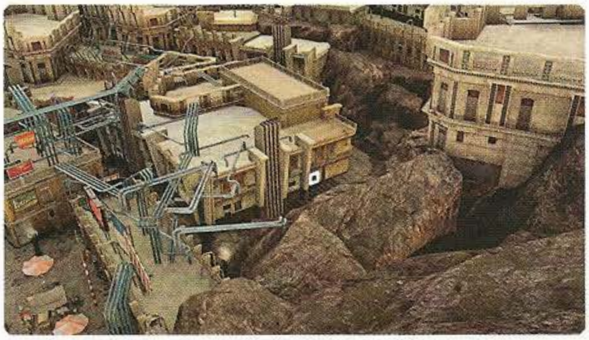
If you return to Cape Caem via the Call Umbra feature after reaching Chapter 09, you will automatically receive a phone call from Cindy that triggers this quest. Here are the steps required to complete it:

- Head back to Hammerhead and speak to Cindy.
- Go to the Longwythe Rest Area and talk to Dave.
- Speak to Dino inside the diner. Note that various sidequest vendors will also be available if you have taken part in assignments involving them. They will each give you a consumable if you speak to them.
- Interact with Monica, who you will find to the east of Longwythe Peak.
- The quest is completed as you automatically leave the premises after the Adamantoise appears, rewarding you with 1,000 EXP.
- To defeat the Adamantoise, you will need to accept the "Lonely Rumblings in Longwythe" hunt. This is the most resilient creature in the game. For most players, defeating it will take a very long time, or seem impossible. The key to toppling this monster is to warp-strike to one of its body parts (preferably an eye or the neck), and perform endless aerial combos (tilt Ⓛ in the direction of your target to begin a new combo every time one ends). This requires the Airdance nexus in the Combat Ascension tree. Whenever you fall from a great height, perform a forward warp or point-warp just before you hit the ground to avoid damage. You should also stock up on recovery items in advance, using them liberally throughout the fight, and seize any summon opportunity to speed up the process of emptying the monster's gigantic health bar. Both Armiger Freechain (an Ascension ability) and Magitek Boosters (a consumable) can also help you to temporarily enjoy infinite MP, enabling long aerial combos.



Stealing the Past

After you have completed the main storyline and have unlocked the Regalia Type-F, you can activate this sidequest in Lestallum.



1. At night time (between 21:00 and 05:00), head to Lestallum's easternmost back alley, shown here, and listen to a conversation between two thieves by interacting with a window. This invites you to obtain additional information at Verinas Mart – Ravatogh, which you can do by talking to the local tipster.

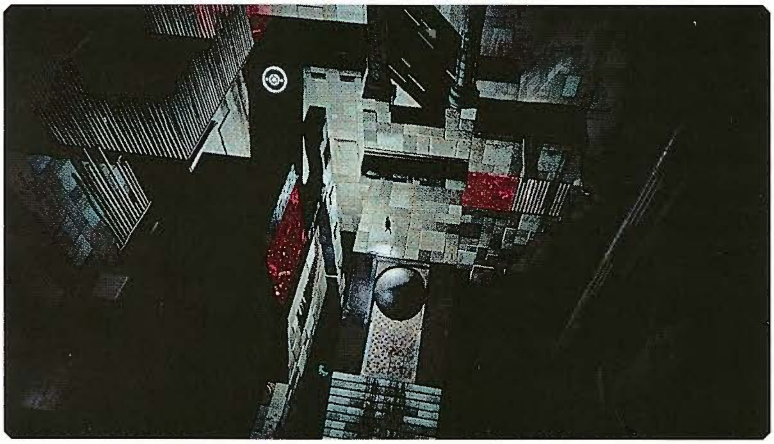


2. Making your approach with the Regalia Type-F (see page 155), land in the volcanic area shown here, to the northwest of Verinas Mart – Ravatogh. Flying at a low altitude, you will notice a dirt path that acts as a (short) landing track: this is easier to spot during daylight hours.

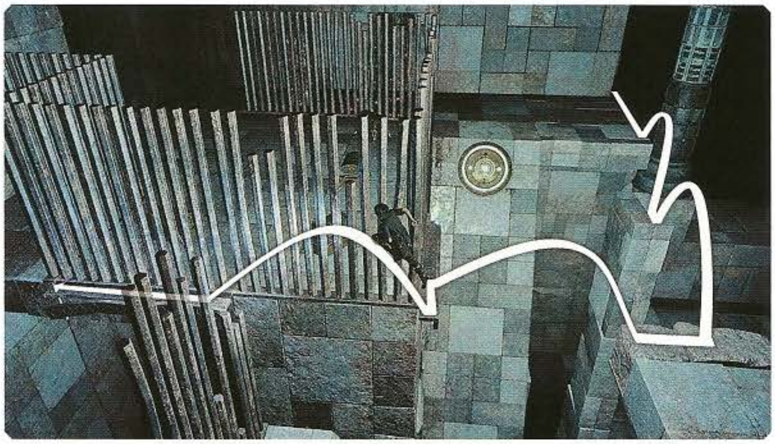


3. Finally, make your way to the Pitioss Ruins dungeon entrance and interact with the crate on the right to complete this assignment. This rewards you with a Magitek Core and 50,000 EXP. Though it is entirely empty of enemies, this dungeon – which can only be entered at night – is undoubtedly the most complex labyrinth in the entire game.

Pitioss



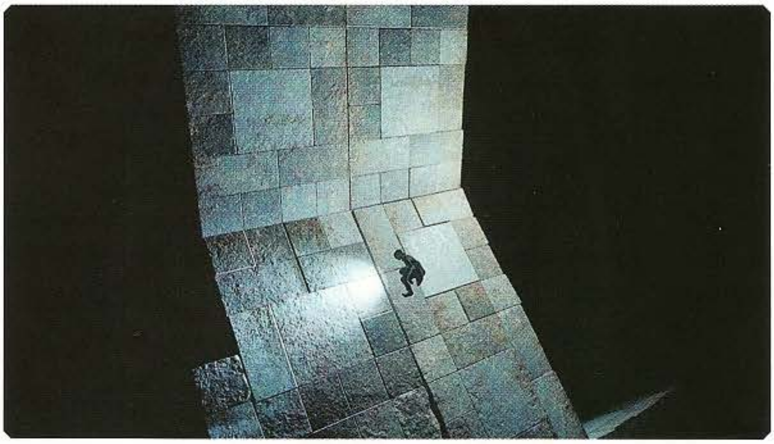
To reach this dungeon you must complete Cindy's final assignment and unlock the Regalia Type-F (see page 155 for details). Now fly to the north of the Rock of Ravatogh and land in the otherwise inaccessible area beyond the rocks. Make your way up the slope until you reach the strange building. If you approach at night, the wall with the mysterious symbol will open, revealing the entrance to the game's most elaborate dungeon. This is a three-dimensional, mind-bending, enemy-free maze that will seriously challenge your navigation and platforming skills.



Everything in Pitioss revolves around your ability to accurately control Noctis. You will need to perfectly adjust your leaps to land on tiny ledges, carefully avoid hazards such as falling boulders and spikes, and more generally perform assorted physical feats with impeccable timing. Furthermore, you will need no small measure of wit to solve the dungeon's puzzles – for example, by identifying how to reach a boulder that can fall in a specific position to trigger a switch, which will in turn open a door.



Inside the dungeon, there are various devices that you need to interact with to create shortcuts or solve physical puzzles. Slashing colored blocks with your weapon is one of them, but expect many others, from boulders that need to be moved to destroy objects or open up a path, to giant mechanisms that you have to explore from all angles.



Given the complexity of this structure's rooms, the size of the dungeon, and the low level of light in these environments, a walkthrough relying on traditional text and screenshots would be of very little help (and trust us: *we tried*). We have therefore prepared a full video guide showing how to clear each of Pitioss's rooms. For details simply scan the QR code above or visit **www.piggyback.com/en/ffxv/pitioss**.

ROYAL TOMBS & DUNGEONS

In addition to those that you visit during the main storyline, there are numerous optional dungeons and tombs to find and explore.

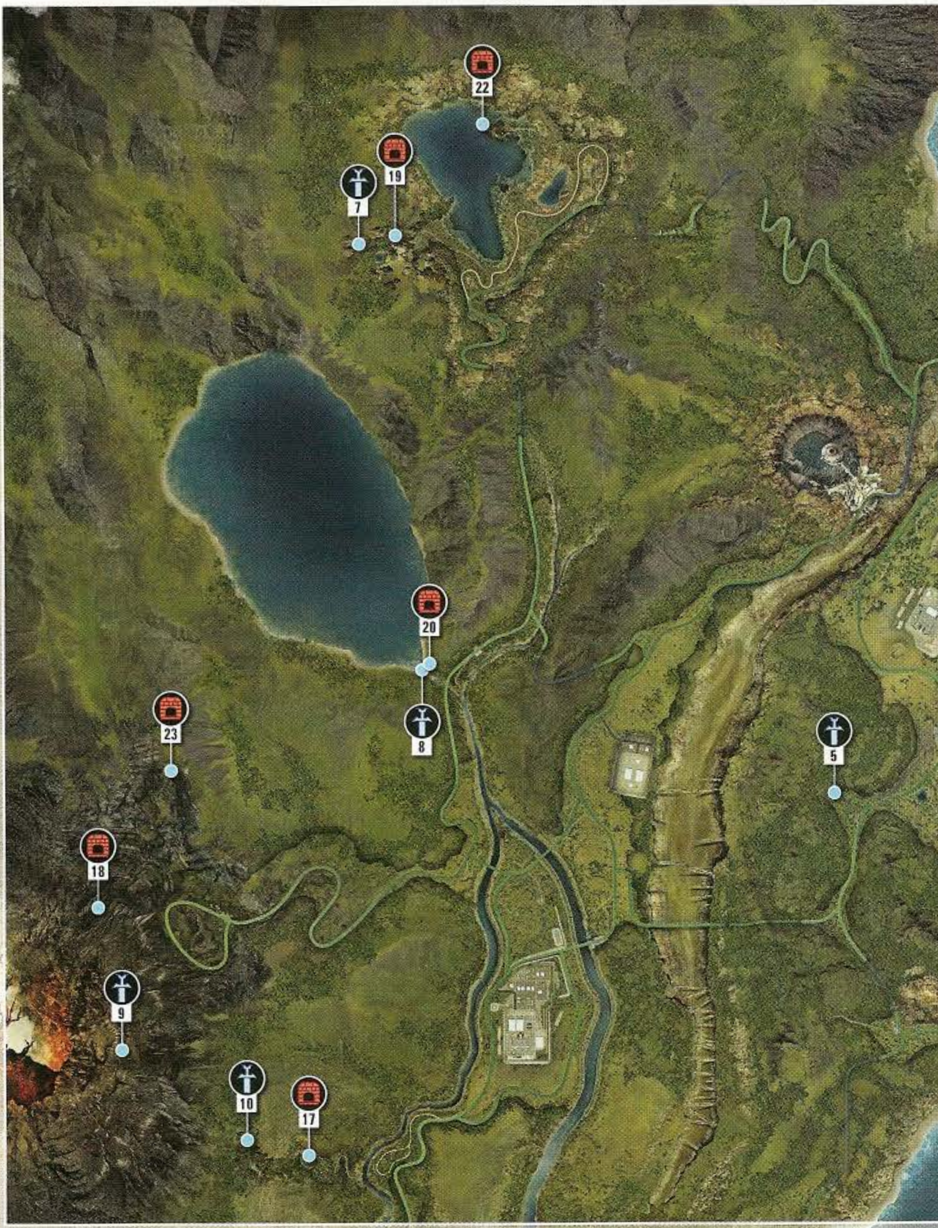
Dungeons

There are multiple optional dungeons to be found in Lucis. When you enter one of them, a sidequest of the same name begins: to complete it, you need to defeat the boss guarding the dungeon and/or explore the local Royal Tomb.

You will find a map showing their locations on the right, and walkthroughs to complete each one over the pages that follow. Though you can enter certain dungeons at an early stage in the story, it's wise to leave them until you at least meet the recommended level requirements.

There are a few general tips that will increase your chances of success:

- The recommended level requirements are merely suggestions. If you wait until you comfortably exceed them, the dungeons will be far less challenging.
- Light-imbued weapons (sold at Meldacio Hunter HQ) prove very effective against the denizens of these dungeons – more precisely, all Daemons. If you do not own them yet, make this a top priority before you proceed.
- On a related topic, make the most of Ignis's element-inducing Enhancement technique. This is an amazing tool for exploiting enemy weaknesses, and can be combined with additional weaknesses to specific weapon types to maximize your damage output.
- This may sound obvious, but don't forget that eating a stat-boosting meal prior to a dungeon crawl will give you a significant edge. Reserve your most powerful dishes for the hardest dungeons and you will be surprised by how much of a difference this can make.



1 – Tomb of the Wise: The home to the Sword of the Wise, this tomb is where you meet Cor for the first time during Chapter 02 (see page 44).

4 – Tomb of the Clever: Technically accessible during Chapter 02, this tomb, home of the Bow of the Clever, is best cleared much later, when your party members' levels are in the late 50s or higher. It is found inside the Balouve Mines (see page 178).

6 – Tomb of the Mystic: This is the tomb you visit automatically during Chapter 04 at the Disc of Cauthess (see page 60). It contains the Blade of the Mystic.

2 – Tomb of the Conqueror: This is the second tomb you visit during Chapter 02, found at the end of the Keycatrich Trench tunnels (see page 45). Exploring it grants you the Axe of the Conqueror.

5 – Tomb of the Just: This optional destination lies to the southwest of Coernix Station – Cauthess. You can enter it at any time, as early as during Chapter 03. Interacting with the tombstone inside will reward you with the Shield of the Just.

7 – Tomb of the Rogue: This tomb awaits at the heart of the Myrlwood forest. Exploring this dungeon to its end (see page 188 for guidance) will reward you with the Star of the Rogue.

3 – Tomb of the Tall: This tomb, found in the southeast region of Duscae, can be explored at any time from Chapter 03 onwards. The Sword of the Tall is supposed to be contained within, but has actually been stolen and must be retrieved by defeating the boss of the Costlemark Tower dungeon (see page 186 for details). This is a late-game challenge that you should leave until your party is suitably prepared – well over Level 60.

8 – Tomb of the Wanderer: This is the tomb found at the end of the Glacial Grotto dungeon, visited during Chapter 03 (see page 56). It yields the Swords of the Wanderer.



9 — Tomb of the Fierce: This tomb is hidden on the heights of the Ravatoghan volcano. You can find a walkthrough for this dungeon on page 190. The Mace of the Fierce is the prize awarded to those who visit it.

10 — Tomb of the Pious: This tomb, which contains the Scepter of the Pious, rests deep in Malmalam Thicket, a dungeon that we cover on page 189.

11 — Tomb of the Warrior: One Royal Tomb isn't found in Lucis, but instead in Succarpe. You visit it automatically during Chapter 10, and are rewarded for your efforts with the Katana of the Warrior.

12 — Balouve Mines (Dungeon): See page 178.

12-A — Keycatrich Trench (Dungeon): See page 45.

13 — Crestholm Channels (Dungeon): See page 180.

14 — Formouth Garrison (Imperial Base): See page 182.

15 — Daurell Caverns (Dungeon): See page 184.

16 — Costlemark Tower (Dungeon): See page 186.

17 — Malmalam Thicket (Forest): See page 189.

18 — The Rock of Ravatogh (Dungeon): See page 190.

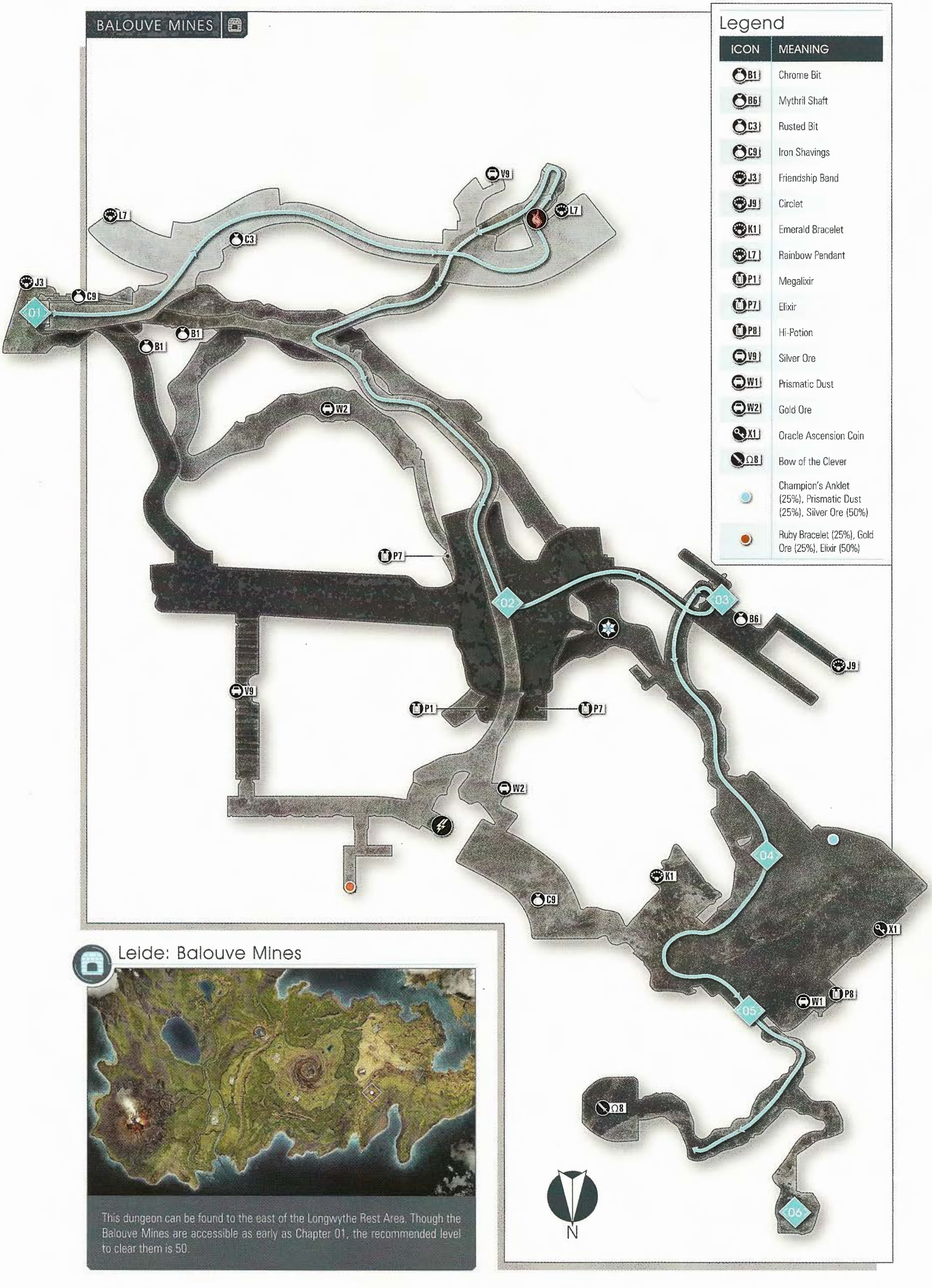
19 — The Myrlwood (Forest): See page 188.

20 — Glacial Grotto (Dungeon): See page 56.

21 — Fociaugh Hollow (Dungeon): See page 64.

22 — Steyliff Grove (Dungeon): See page 75.

23 — Pitioss Ruins (Dungeon): See page 175.



Legend

ICON	MEANING
B1	Chrome Bit
B6	Mythril Shaft
C3	Rusted Bit
C9	Iron Shavings
J3	Friendship Band
J9	Circlet
K1	Emerald Bracelet
L7	Rainbow Pendant
P1	Megalixir
P7	Elixir
P8	Hi-Potion
V9	Silver Ore
W1	Prismatic Dust
W2	Gold Ore
X1	Oracle Ascension Coin
Ω8	Bow of the Clever
(light blue dot)	Champion's Anklet (25%), Prismatic Dust (25%), Silver Ore (50%)
(orange dot)	Ruby Bracelet (25%), Gold Ore (25%), Elixir (50%)

Leide: Balouve Mines

This dungeon can be found to the east of the Longwythe Rest Area. Though the Balouve Mines are accessible as early as Chapter 01, the recommended level to clear them is 50.

Enemy Analysis



NAME	NOTES
Goblin	Weak to Polearms, Daggers, Fire, and Light; resistant to Ice
Aramusha	Weak to Swords, Daggers, Lightning, and Light; resistant to Fire

01



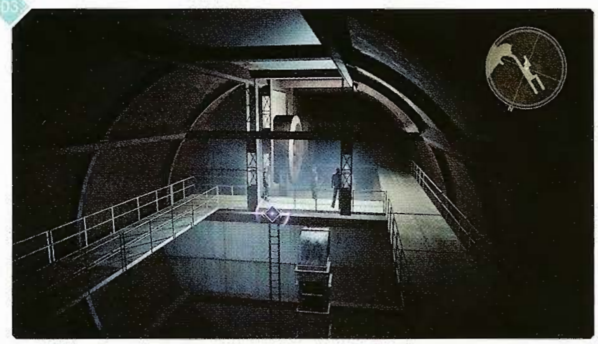
Go through the open gate and walk up the hill. Once inside the cave, take the elevator. Exit at the first floor you reach (B1F) and follow the path represented on our map, which is fairly linear and leads to a few encounters with Goblins. When you reach the apparent dead-end, take the small path to the left to reach the level below; the presence of a Fire deposit should make it relatively easy to identify.

02



When you make it to this position, a set-piece ambush causes you to fall down to the lower level. Use area-of-effect moves to keep the crowd of Daemons under control. Once they have been neutralized, unlock the door at the bottom of the slope.

03



When you reach the metal platform, use the easy-to-miss ladder shown here to climb down to the level below. Keep going down when you reach the rails.

04



A boss battle against an Aramusha awaits you in this large room. Despite the monster's high level, this battle is not as difficult as it might seem. This is a decidedly ponderous enemy, and the key to defeating it is simple: parry all of its blows. Assuming you do this, you will have numerous counter opportunities where you can unleash your most lethal combos without consequence. Quickly eliminate the Goblins at the start of the battle, then focus on parrying and countering as consistently as you can. To help tip the odds in your favor, equip Noctis with a Durandal Sword and augment it further with the Enhancement technique. Be particularly wary of your opponent's Dark-elemental area-of-effect attack: whenever you notice a purple perimeter appearing around the Aramusha, sprint, warp, or roll-dodge away, as this cannot be phased through and will kill all affected characters instantly. This foe has other moves that inflict Instant Death, making defense of paramount importance throughout the battle.

05



After you defeat the Aramusha, climb to the position shown here to find a very narrow gap in the wall. You finally reach the Royal Tomb on the other side. The reward for completing this quest is 10,000 EXP and the Bow of the Clever from the tomb itself.

06



The branching path beyond the narrow gap in the wall leads to this sealed door, behind which a very dangerous threat awaits. This challenge, covered in its dedicated sidequest section (see page 194), is one that you will face much, much later.

Leide: Crestholm Channels



This dungeon can be found at the Esterleiden Blockade, to the east of Hammerhead. Though it is technically accessible early in the adventure, we would recommend that you delay your visit until your party reaches Level 50, on average. The final boss is very tough, so cautious players may prefer to leave it until even later.

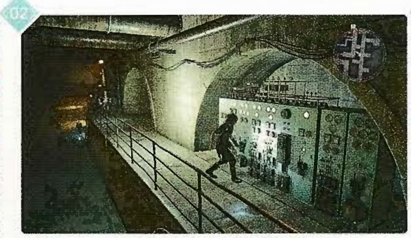
Enemy Analysis

NAME	NOTES
Bussemand	Weak to Greatswords, Machinery, Fire, and Light; resistant to Lightning
Gelatin	Weak to Lightning and Light; resistant to all standard weapon types; absorbs Fire and Ice
Yojimbo	Weak to Polearms, Firearms, Lightning, and Light; resistant to Fire
Nagarani	Weak to Swords, Shields, Lightning, and Light; resistant to Fire
Ereshkigal	Weak to Swords, Shields, Fire, and Light; resistant to Lightning
Black Flan	Weak to Light; resistant to all other damage types (except for Royal Arms)
Jormungand	Weak to Swords, Daggers, and Ice; resistant to Fire





To enter the dungeon, look for this opening in the fence, to your right after you pass the checkpoint. Go down the staircase to find a hole in the ground leading to the Crestholm Channels. Once inside, your objective is to find and activate four control panels that open a gate to the dungeon's final boss. Note that it is very easy to get disoriented in this dungeon at first, with navigation complicated by the presence of one-way routes between levels, plus doors and shortcuts that can only be opened or activated from a specific side or elevation.



The **first control panel** is just a few steps from your starting position. If you intend to plunder the dungeon of its treasures, now is a good time to make a methodical sweep of this main floor level. Avoid the slope with running water close to the first panel: this will propel you to a lower level and necessitate a rather long return journey. There's no pressure to pick up absolutely everything immediately, though, as you can backtrack to this floor from the lower reaches of the dungeon. Once you're ready, reconvene with the path shown on the map. When you reach a set of railings northeast of the control panel (at which point you are literally a few steps away from Sylvester's Map Piece D), jump over to reach a tunnel that leads to the next level down.



The **second control panel** is to your right as you head through this linear corridor section. If you are visiting to complete Cindy's "The Ever Illustrious Regalia" sidequest, the object that she requires can be found in the first room. When you reach the ledge to the south, interact with the raised ladder to create a shortcut. You are then safe to climb down. (Incidentally, if you are wondering how to reach the collectible on the opposite ledge, it can be accessed via a tunnel in the southeast of the level above.)

04



Follow the path to the **third control panel** and activate it. Our route takes you to the next dungeon level down via a semi-hidden hole in the floor, which enables you to pick up an otherwise inaccessible collectible. Making the one-way drop means that you won't be able to return to this level until later, so you may wish to make a detour to find a handful of collectibles beforehand. On the next level, grab the items within easy reach and approach the slope with running water.

05



Before you take the plunge, take a moment to prepare your party for the confrontation that awaits. The (entirely necessary) plummet to the bottom level of the dungeon will cause fall damage when you land, followed by an immediate ambush by a dangerous Nagarani. Equip your most suitable weapons in advance (this powerful sub-boss is weak to Fire, Swords, Shields, and Light, but resistant to Lightning).

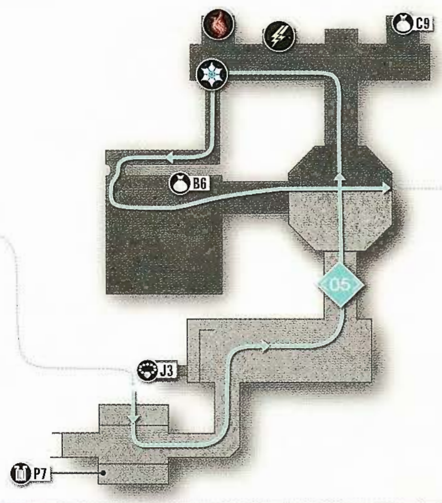
06

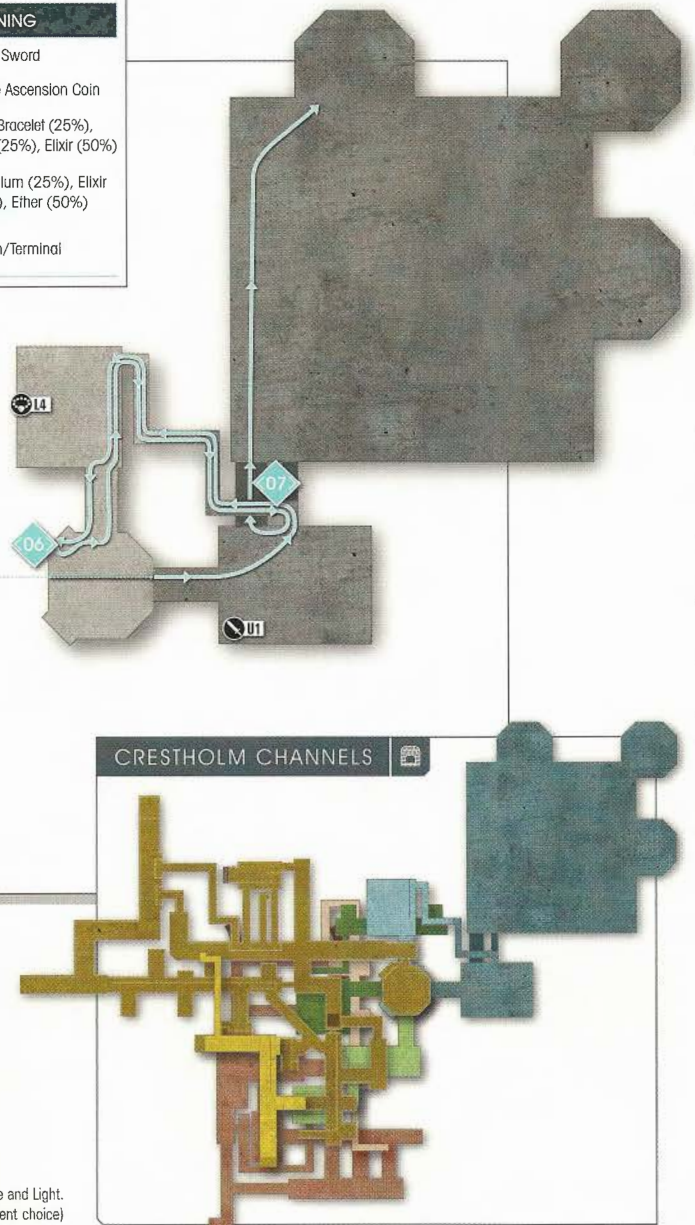


After you traverse a narrow ledge and make a daring walk over a pipeline, you'll notice a green gate (marked by a 07 on our map). Make a note of this, as you'll be returning here shortly to meet the dungeon's boss. In the next room you'll encounter a Black Flan, another monster with sub-boss credentials. It is weak to Light alone, and has a resistance to all weapons except for Royal Arms.

Legend

ICON	MEANING	ICON	MEANING	ICON	MEANING
B1	Chrome Bit	L2	Earth Pendant	U1	Blood Sword
B6	Mythril Shaft	L3	Target Scope	X1	Oracle Ascension Coin
C3	Rusted Bit	L4	Auto-Changer	(blue dot)	Ruby Bracelet (25%), Ether (25%), Elixir (50%)
C9	Iron Shavings	P7	Elixir	(red dot)	Pendulum (25%), Elixir (25%), Ether (50%)
J3	Friendship Band	P8	Hi-Potion	(green dot)	Switch/Terminal
K2	Moogle Charm	T8	Hero's Shield		
K9	Red Choker	T9	Wyvern Lance		





07



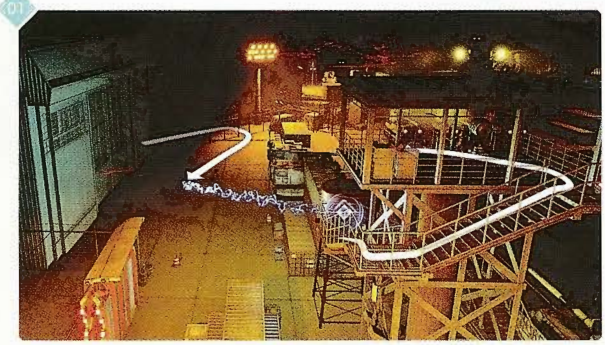
Jormungand is a fearsome monster, weak to Ice, Swords, and Daggers, but resistant to Fire and Light. Equip your favorite weapon (the Blood Sword found in the previous room can be an excellent choice) and regularly infuse it with Ice by employing Ignis's Enhancement technique. The Star of the Rogue can also be remarkably effective here as the creature has multiple body parts that can be hit simultaneously from a distance, making it much easier to survive; warp-strikes to the creature's head can hit multiple times, causing severe damage – though this also harms Noctis significantly. Phase through every enemy attack, and sprint or roll away from the devastating Fire explosion that the monster regularly causes (it is clearly telegraphed by the presence of fiery particles gathering in the air). In addition, seize any parry opportunity to launch powerful counters: an Armiger can be a worthwhile expense in a battle as difficult as this. When Jormungand falls, make note of the ladder that enables you to go down the octagonal shaft in the northwest of the arena: this leads to a sealed door, behind which lies a maze. You can only visit this challenging section of the dungeon after completing the game (see page 192).

Leide: Formouth Garrison



Though technically not a dungeon, this imperial garrison is also a late-game optional challenge that can prove very difficult to clear. It becomes available from the moment you reach Chapter 08 and walk within a certain radius of the base. The recommended level to clear it is 45. If you have been attending to Cid's primary sidequest where you upgrade Machinery devices, you may benefit from using such weapons in the closing battles. To begin the mission once it's triggered, climb to the top of the watchtower to the west of the base – it is marked by a waypoint if you select this as your active quest.

01



Your first task is to stealthily eliminate the guards on the watchtowers. Walk past the lifeless Magitek troops and move quietly toward the first tower and point-warp to a blue marker on the steps. From there, make your way upwards and warp-kill the sentry. You can then disable the searchlight.

02



From your previous position, point-warp to the nearby elevated walkway and make your way to the next watchtower in line. You can then methodically eliminate the sentries (including the one by the turret, as well as any other imperial guard on the way) and disable all searchlights.

03



From the final watchtower (which has two searchlights), look down to the area where the Magitek troops are assembled. Identify the human patrols and quietly warp-kill those that move out of sight of their allies. Repeat this process to eliminate them all without being seen.

04



With all sentries down, you are now free to disable the Magitek generator – unless your infiltration ended unsuccessfully with a barrage of gunfire, in which case you'll need to attend to the enemy forces beforehand.

05



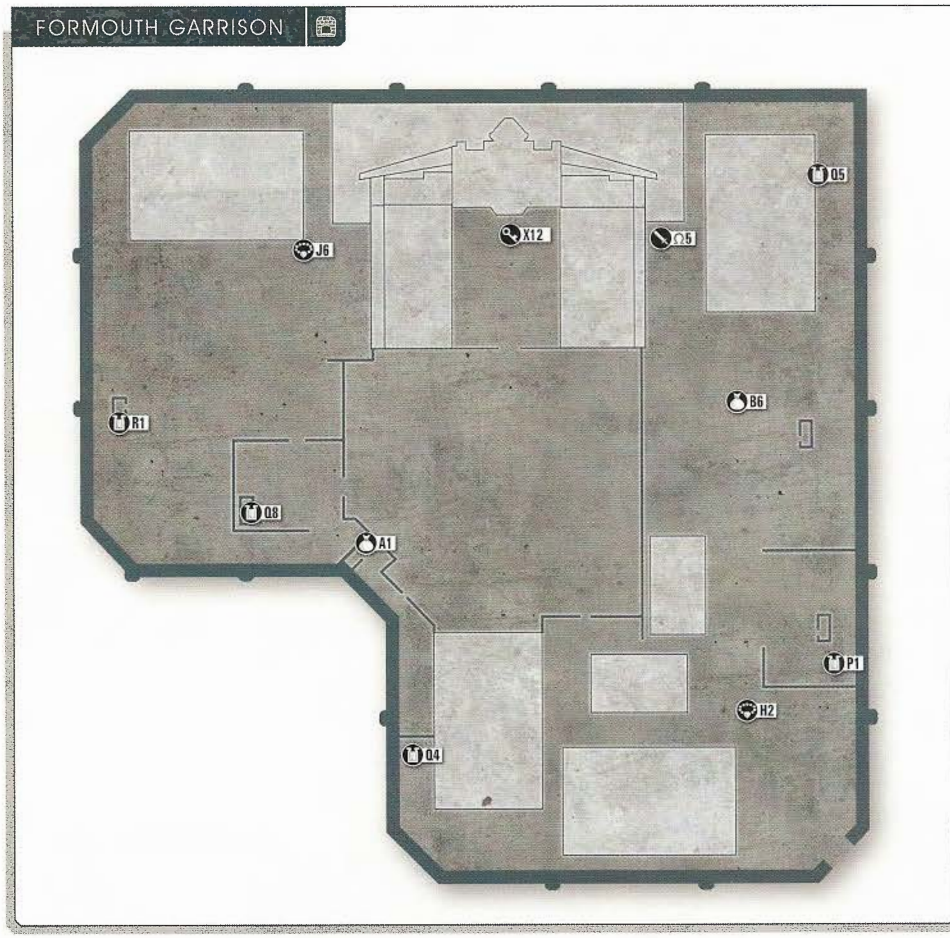
Combat is now the order of business until the end of this mission. The first wave of enemies consists of cannon-fodder infantry and Magitek Assassins (weak to Ice, Polearms, and Daggers). The latter have attacks that can cause instant death, so be on your guard at all times: defend consistently and unleash brutal assaults whenever you have an opening. You then face a second wave featuring an MA Hoplomachus supported by an MA Veles-Bis. Both are weak to Lightning, Daggers, and Greatswords (but immune to Light and resistant to Fire): a Thunderbolt (naturally infused with Lightning) or any more powerful Greatsword boosted with the Enhancement technique will be effective here. Try to execute sweeping blows that hit multiple body parts or even both bipedal tanks simultaneously for optimal results. Alternatively, note that you can man the fixed turret to wreak havoc, but this works only if you eliminate all snipers first (otherwise, they will interrupt you constantly).

Sidequests
Dungeons



The final battle pits you against an MA-X Cuirass and an MA-X Dux, both of which are weak to Machinery and Shields, but immune to Light. Equip both Noctis and Prompto with a weapon from this category – and if you have upgraded some of them by completing some of Cid's sidequests, all the better. You may also consider selecting one of Prompto's techniques that rely on Machinery to exploit both bipedal tanks' sole vulnerability. Close-range Machinery shots prove devastating, particularly if you charge them for a few seconds – though you should avoid charging for too long as your maximum damage per shot is capped at 9,999. Focus all your efforts on a single target, then attend to the other once the first has fallen. An alternative strategy involves manning the fixed gun emplacement to inflict consistent damage while your opponents focus their assault on Ignis, Gladiolus, and Prompto. You will probably be flushed out (though this happens rarely if you eliminate all snipers first), but you can simply take control of the turret again.

FORMOUTH GARRISON



Legend

ICON	MEANING
A1	Electrolytic Condenser
B6	Mythril Shaft
H2	Bulletproof Suit
J6	Chobham Armor
P1	Megalixir
O4	Muscle Stimulant
O5	Reflex Enhancer
O8	Flesh Fortifier
R1	Magitek Booster
Ω5	Drillbreaker
X12	Strange Engine



After completing the mission, you can plunder the base for collectibles (though you may still face heavy resistance). Of particular interest is the Strange Engine: a key item required to unlock the flying Regalia Type-F once you reach Chapter 15.

Enemy Analysis

NAME	NOTES
Imperial Trooper	Weak to Firearms, Shields, and Fire; resistant to Lightning
Imperial Sniper	Weak to Firearms, Shields, and Fire; resistant to Lightning
Battery Soldier	Weak to Firearms, Shields, and Fire; resistant to Lightning
Magitek Assassin	Weak to Polearms, Daggers, and Ice; resistant to Lightning
MA Hoplomachus	Weak to Greatswords, Daggers, and Lightning; immune to Light and resistant to Fire
MA Veles-bis	Weak to Greatswords, Daggers, and Lightning; immune to Light and resistant to Fire
MA-X Cuirass	Weak to Machinery and Shields; immune to Light
MA-X Dux	Weak to Machinery and Shields; immune to Light

Duscae: Daurell Caverns



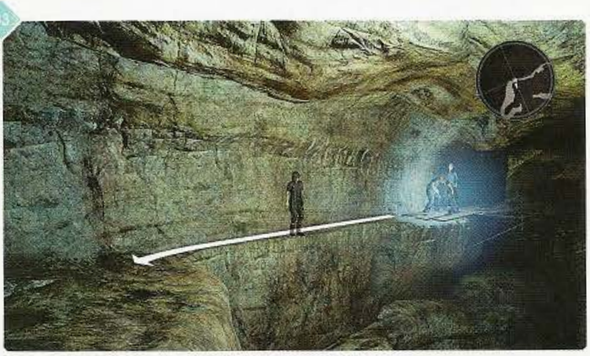
This dungeon lies in the far south of the Duscae region. A dirt path will take you from the road all the way to its entrance. We suggest you visit it with a Level-30 party at least.



From the entrance, you soon face a fork in the path. Both routes are entirely viable. We suggest you opt for the right-hand one, as shown on our map, as this will enable you to clear the dungeon of all of its creatures before you trigger the boss encounter. Be patient and prudent in battles that pit you against multiple Daemons. The Ronin enemies, which you should be familiar with by this stage, are not hard to defeat if you parry their blows consistently, but their attacks take a toll if they land – some can even cause instant death. Stay on the defensive while many creatures are still alive, striking hard and quickly after each successful parry. Once their numbers dwindle, you can become more aggressive.



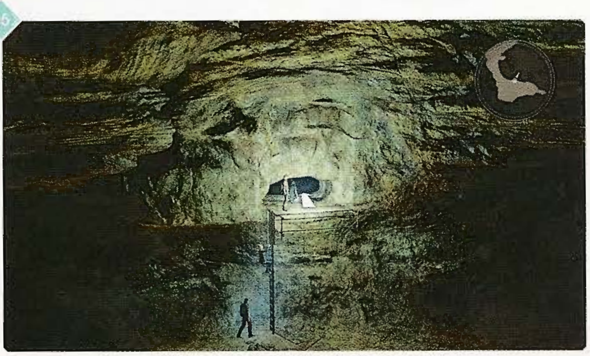
When you reach the scaffolding, don't forget to interact with the ladder, as shown on this picture. This will create a shortcut enabling you to climb back up should you need to.



When in front of the very narrow ledge, press ⊗/Ⓐ to begin the traversal process.



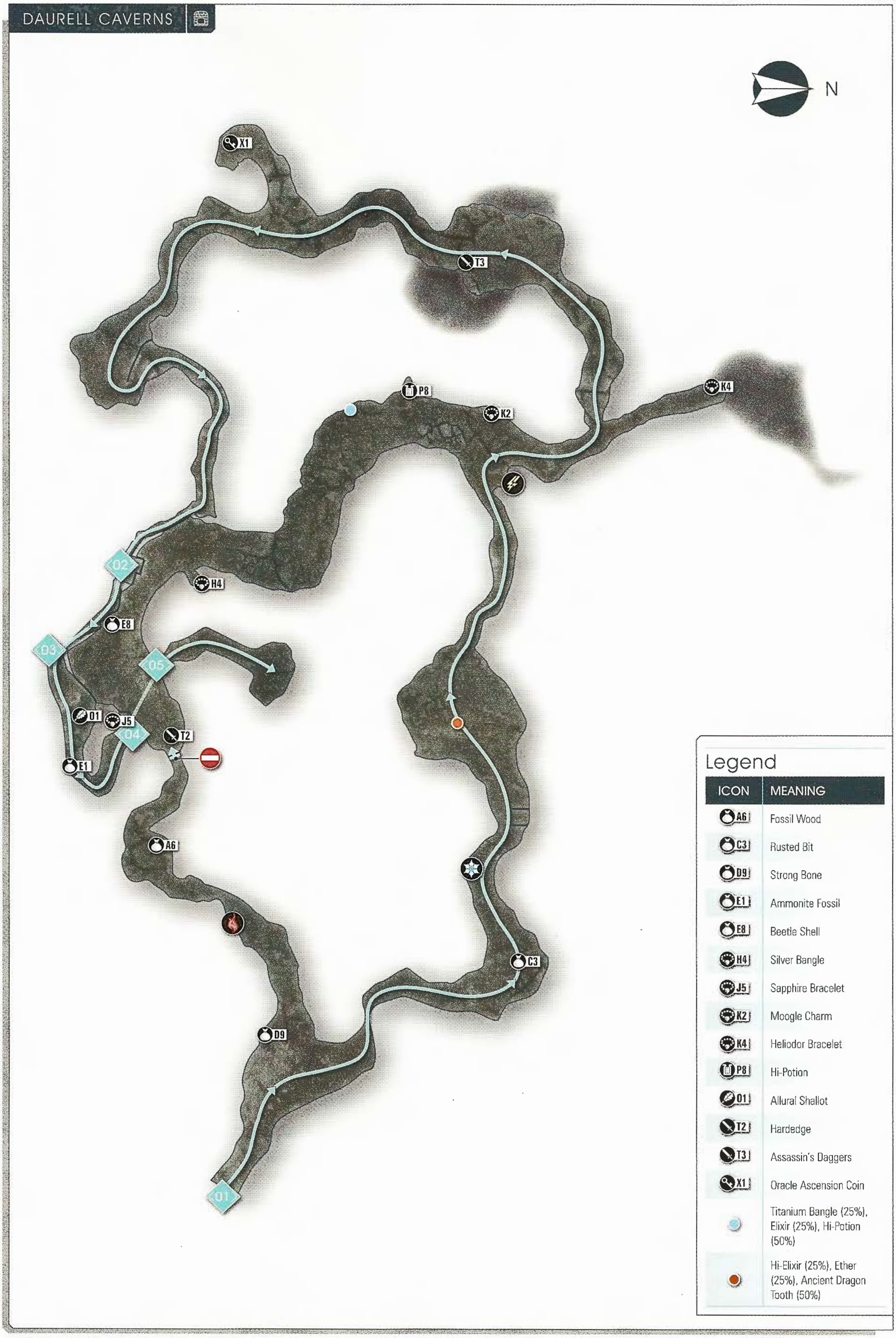
At the end of the path an Iron Giant ambushes you, and is soon joined by additional Daemons. The giant will fall quickly if you wield a weapon infused with Light (available from the Meldacio Hunter HQ arms vendor). Phase and parry whenever it attacks, but remain on the offensive most of the time. Try to defeat the Iron Giant in priority, if possible within seconds, as his blows can potentially destroy the nearby scaffolding, thus preventing you from reaching the section described in the next step. **Important:** before the final target falls, point-warp to the small platform at the top of the scaffolding in question, shown here. This is the only way to access this area as the blue marker disappears when the battle ends. Interact with the ladder to create a permanent shortcut. Your victory rewards you with 4,000 EXP.



From the platform at the top of the scaffolding, go through the small opening in the rock wall. You will find another sealed door on the other side, behind which a very hard challenge awaits; remember its location for a later visit. We cover these special optional endgame bosses in a dedicated section that begins on page 192.

Enemy Analysis

NAME	NOTES
Necromancer	Weak to Greatswords, Shields, Ice, and Light; resistant to Lightning
Ronin	Weak to Swords, Daggers, Lightning, and Light; resistant to Fire
Hecteyes	Weak to Polearms, Shields, and Light
Iron Giant	Weak to Light, Shields, and Greatswords; resistant to Fire



Legend

ICON	MEANING
A6	Fossil Wood
C3	Rusted Bit
D9	Strong Bone
E1	Ammonite Fossil
E8	Beetle Shell
H4	Silver Bangle
J5	Sapphire Bracelet
K2	Moogle Charm
K4	Heliodor Bracelet
P8	Hi-Potion
01	Allural Shallot
T2	Hardedge
T3	Assassin's Daggers
X1	Oracle Ascension Coin
(blue dot)	Titanium Bangle (25%), Elixir (25%), Hi-Potion (50%)
(orange dot)	Hi-Elixir (25%), Ether (25%), Ancient Dragon Tooth (50%)

Duscae: Costlemark Tower



This dungeon is located in the far southeast of the Duscae region. The recommended level to clear it is 55. It is without a doubt one of the hardest dungeons in the entire game.

Enemy Analysis

NAME	NOTES
Gelatin	Weak to Lightning and Light; resistant to all standard weapon types; absorbs Fire and Ice
Thunder Bomb	Weak to Swords, Daggers, and Light; absorbs Lightning
Galvanade	Weak to Firearms, Machinery, and Light; absorbs Lightning
Bussemand	Weak to Greatswords, Machinery, Fire, and Light; resistant to Lightning
Ereshkigal, Garchimacera	Weak to Swords, Shields, Fire, and Light; resistant to Lightning
Nagarani	Weak to Swords, Shields, Lightning, and Light; resistant to Fire
Yojimbo	Weak to Polearms, Firearms, Lightning, and Light; resistant to Fire
Flan	Weak to Light; resistant to all standard weapon types
Red Giant	Weak to Light; resistant to all other forms of damage (except Royal Arms)
Jabberwock	Weak to Polearms, Machinery, and Ice; resistant to Fire

01



The entrance to Costlemark Tower is only open at night. If you arrive during the day you will find it sealed. When you reach the room shown here, you have two possible routes: the way down the stairs with a broken pillar acting as a bridge (shown on our map), or the way past the tiny traversable ledge, beyond which you can jump down to the floor below. Both routes dovetail a little later on, so feel free to choose either.



02



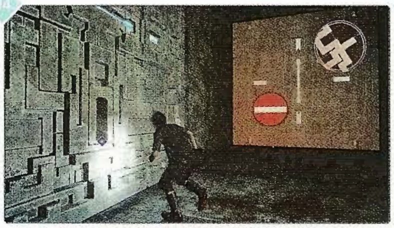
Follow our suggested path until you reach this large square room. Make sure you do not inadvertently step on the bright red floor switch: this would take you back to the beginning of the dungeon. You might be under the impression that this room has no exit other than the red floor switch, but in fact it does. Examine the floor panels emitting a blue light in each corner of the room and you will notice that you can interact with one of them. The panels actually correspond to one side of a moving cube: when you activate them, the cubes move downward. By interacting with a cube multiple times, you will open up a path to a lower section of the dungeon. The trick is that all of the cubes but one are traps: they lead to a large room on the floor below, where multiple high-level Daemons, including Red Giants, await. Once you defeat all the monsters, a cube will take you back upstairs to the large square room, where you can try a different path. Every time you take a wrong path, the monsters in the room below become more numerous, making the encounters increasingly difficult.

03



The game will leave you no choice but to use incorrect cubes at first, thereby causing you to visit the room below with increasing numbers of Daemons. In general, the first cube to be available is the one in the northeast (use the interaction point farther away from you when you have a choice; the closest one would take you back upstairs, requiring an extra loop); the second cube to be available is often the one in the southeast, followed by the one in the northeast, and finally the correct one: the cube in the **southwest corner** of the room. This sequence is partly randomized, however: you may experience a different order.

04



When you can finally interact with the cube in the southwest corner of the large square room, follow the path shown on our map to find the exit. Be very careful, as there are two interaction points midway through the cube section: do not touch the one in the dead-end to the south, but opt for the one to the east instead. Once you find an elevator, activate it to reach the final room.

05

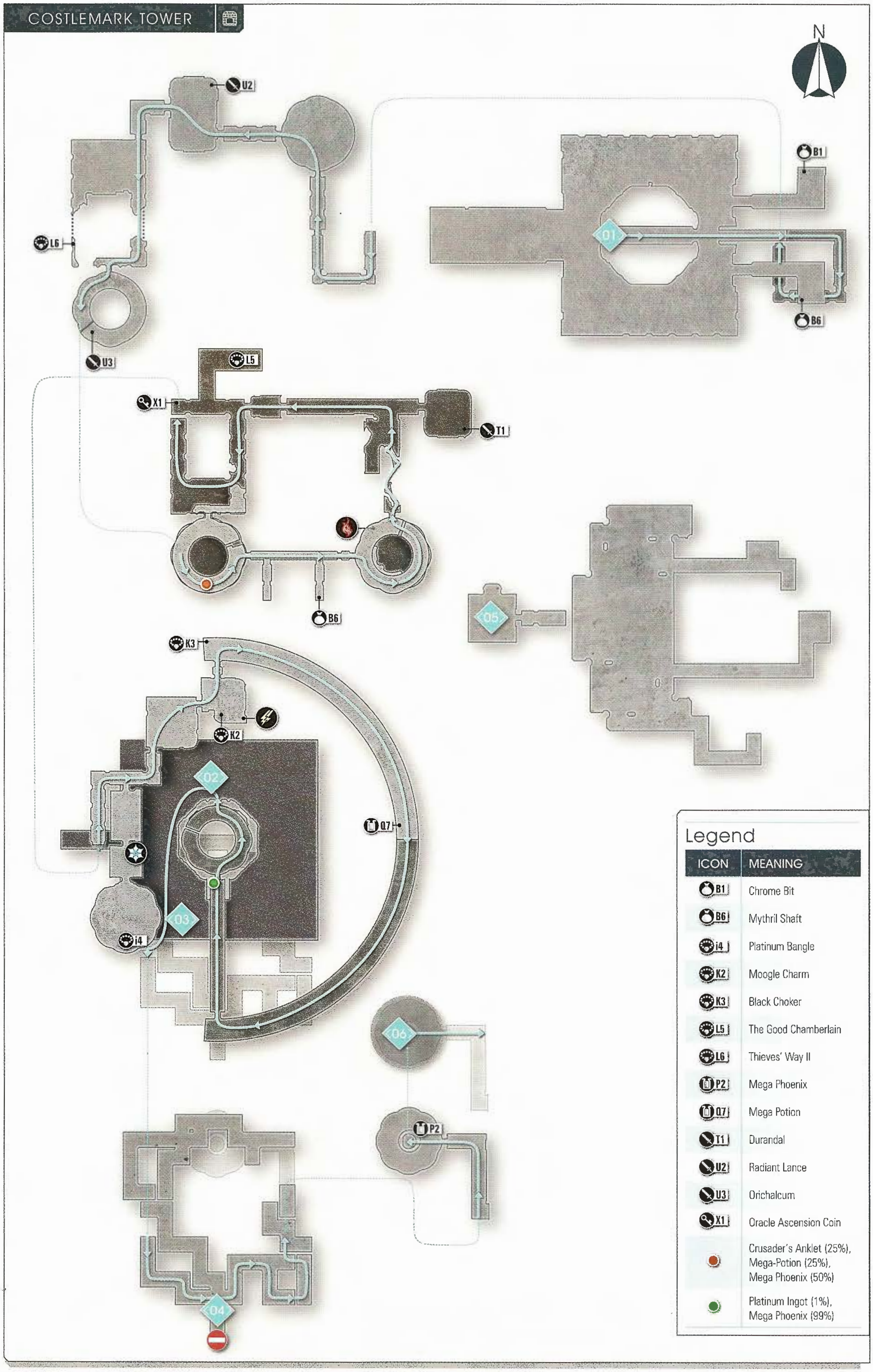


In the room with the Red Giants, you may have noticed a small gap in a wall that you can go through. This leads to a sealed door behind which a ferocious fiend is locked. You can face this creature during a specific sidequest (see page 192), though this task is unavailable until you have completed the main storyline.

06



In the final room you are confronted by a fearsome Jabberwock. It is weak to Polearms, Machinery, and Ice (and resistant to Fire and Light). Your most powerful weapon in either category, regularly boosted with Ignis's Enhancement technique, will give the best results. Equipping the Star of the Rogue can also be a solid choice to hit multiple body parts while remaining far enough away from the monster to avoid most of its assaults. Make sure your allies also wield well-adapted gear. As ever, phase and parry to the best of your ability, and consider casting your most powerful Ice spells. Once the monster falls, you obtain 15,000 EXP and a Royal Arm – the Sword of the Tall. Step on the red floor switch once you are ready to return to the dungeon's entrance.



Legend

ICON	MEANING
B1	Chrome Bit
B6	Mythril Shaft
i4	Platinum Bangle
K2	Moogle Charm
K3	Black Choker
L5	The Good Chamberlain
L6	Thieves' Way II
P2	Mega Phoenix
Q7	Mega Potion
T1	Durandal
U2	Radiant Lance
U3	Orichalcum
X1	Oracle Ascension Coin
(orange dot)	Crusader's Anklet (25%), Mega-Potion (25%), Mega Phoenix (50%)
(green dot)	Platinum Ingot (1%), Mega Phoenix (99%)

Cleigne: The Myrlwood



This dungeon can be found in the far northwest of Cleigne. The recommended level to clear it is 35.



Progression in the dungeon is very straightforward, so simply follow the path represented on our map. Note that you can make camp at the local haven by making a brief detour to the south when you reach the branching path.

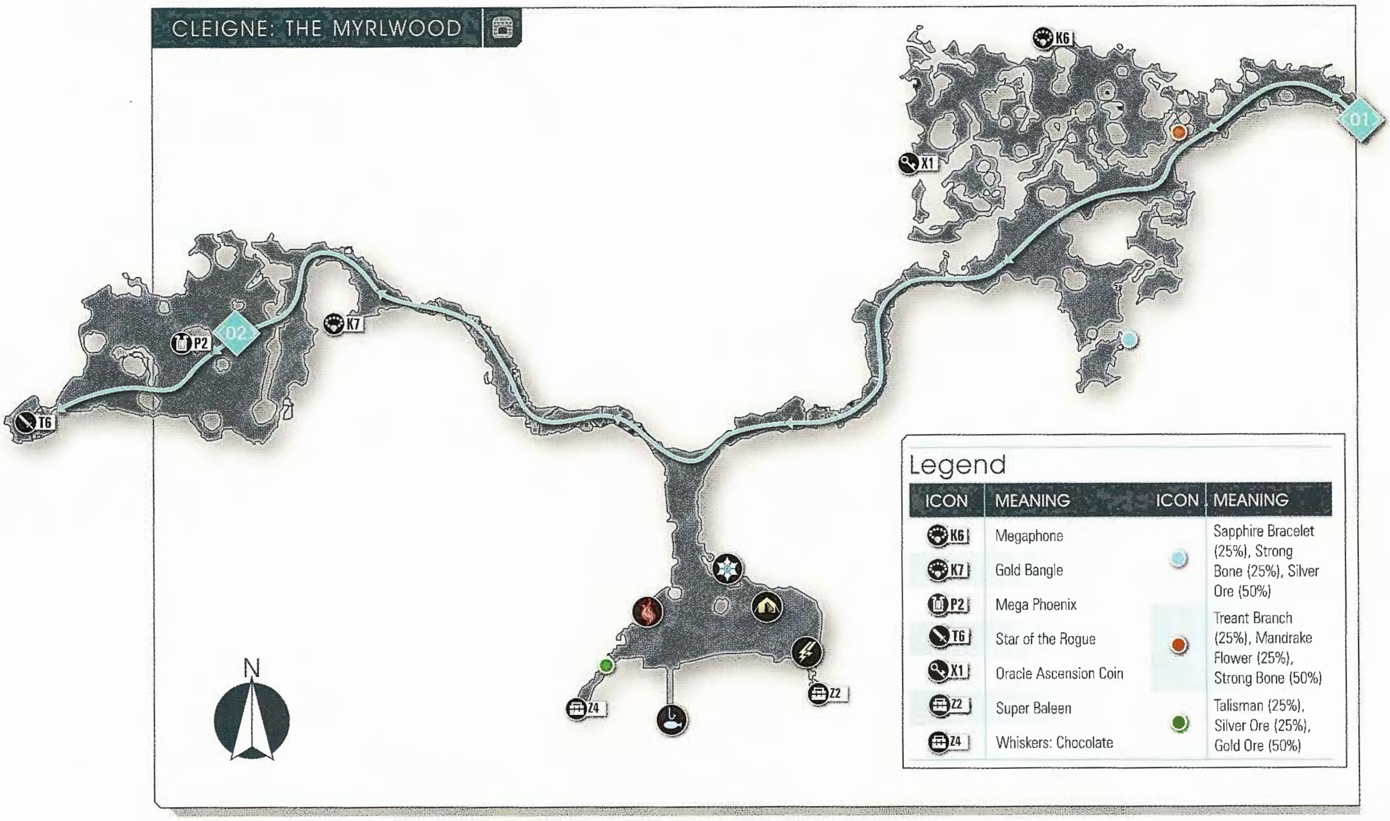
Enemy Analysis

NAME	NOTES
Mandrake	Weak to Swords, Firearms, and Fire; resistant to Lightning and Light
Mushussu	Weak to Polearms, Shields, and Ice; resistant to Fire and Light
Treant	Weak to Greatswords, Machinery, and Fire; resistant to Lightning and Light



When you reach the final section you are attacked by a dangerous opponent: a Treant. This creature is weak to Greatswords, Machinery, and Fire, so try to equip weapons from these categories for both Noctis and Prompto. Ignis's Enhancement technique, which imbues Noctis's weapon with Fire properties, is quite devastating here. The Treant's attacks are not particularly difficult to block, so parry at each opportunity. After the battle, open the nearby Tomb of the Rogue to retrieve a new Royal Arm: the Star of the Rogue. Your reward for this quest is 3,000 EXP.

CLEIGNE: THE MYRLWOOD



Legend

ICON	MEANING	ICON	MEANING
K6	Megaphone	(light blue dot)	Sapphire Bracelet (25%), Strong Bone (25%), Silver Ore (50%)
K7	Gold Bangle		
P2	Mega Phoenix	(orange dot)	Treant Branch (25%), Mandrake Flower (25%), Strong Bone (50%)
T6	Star of the Rogue		
X1	Oracle Ascension Coin		
Z2	Super Baleen	(green dot)	Talisman (25%), Silver Ore (25%), Gold Ore (50%)
Z4	Whiskers: Chocolate		

Cleigne: Malmalam Thicket



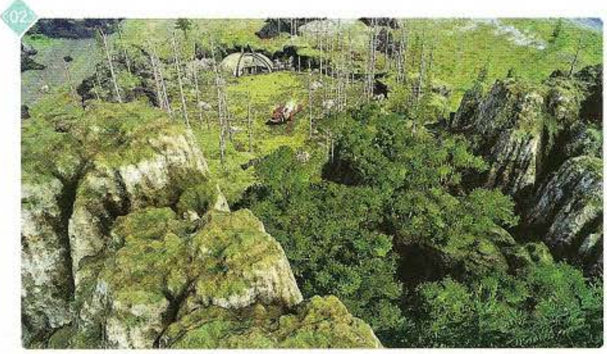
This dungeon can be found in the south of the Cleigne region. Though it is accessible early in the adventure, the recommended level to clear it is 35.

Enemy Analysis

NAME	NOTES
Mandrake	Weak to Swords, Firearms, and Fire; resistant to Lightning and Light
Soldier Wasp	Weak to Polearms, Daggers, and Fire; resistant to Lightning and Light
Shieldshears	Weak to Polearms, Firearms, and Ice; resistant to Fire and Light
Bandersnatch	Weak to Polearms, Machinery, and Lightning; resistant to Fire and Light



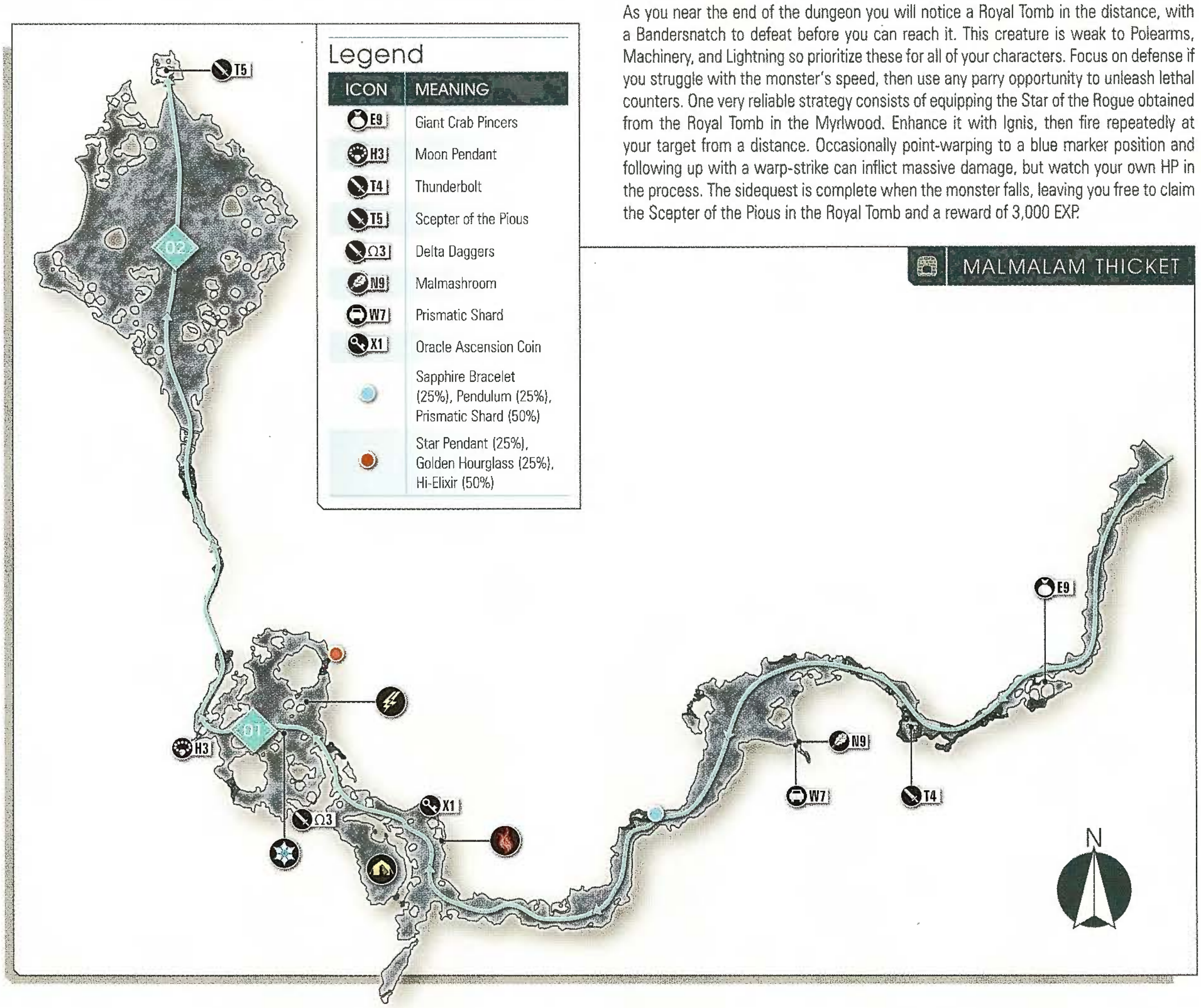
Navigating this relatively linear dungeon is not particularly challenging. The only section where you might need a little help is shown on this screenshot. When you reach the waterfall, a short walk beyond the haven, climb to the top, then take a right. You will find a narrow gorge between the rock walls, leading to the final section of the forest.



As you near the end of the dungeon you will notice a Royal Tomb in the distance, with a Bandersnatch to defeat before you can reach it. This creature is weak to Polearms, Machinery, and Lightning so prioritize these for all of your characters. Focus on defense if you struggle with the monster's speed, then use any parry opportunity to unleash lethal counters. One very reliable strategy consists of equipping the Star of the Rogue obtained from the Royal Tomb in the Myrlwood. Enhance it with Ignis, then fire repeatedly at your target from a distance. Occasionally point-warping to a blue marker position and following up with a warp-strike can inflict massive damage, but watch your own HP in the process. The sidequest is complete when the monster falls, leaving you free to claim the Scepter of the Pious in the Royal Tomb and a reward of 3,000 EXP.

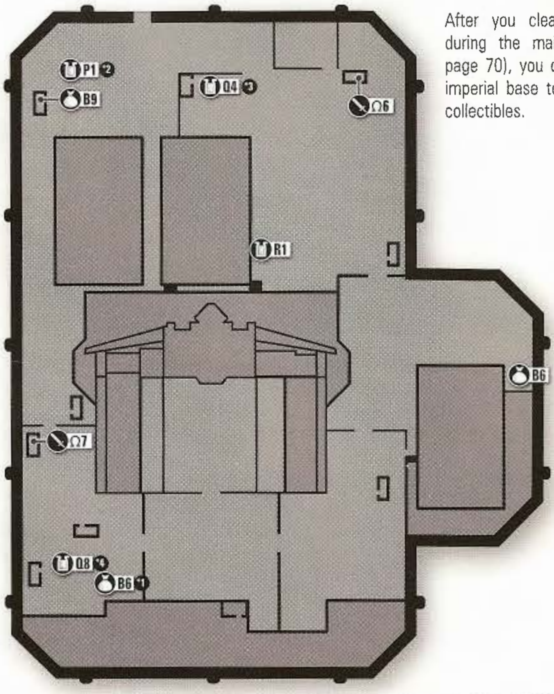
Legend

ICON	MEANING
E9	Giant Crab Pincers
H3	Moon Pendant
T4	Thunderbolt
T5	Scepter of the Pious
Ω3	Delta Daggers
N9	Malmashroom
W7	Prismatic Shard
X1	Oracle Ascension Coin
(blue dot)	Sapphire Bracelet (25%), Pendulum (25%), Prismatic Shard (50%)
(red dot)	Star Pendant (25%), Golden Hourglass (25%), Hi-Elixir (50%)



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CLEIGNE: FORT VAULLEREY



After you clear Fort Vaullerey during the main storyline (see page 70), you can return to this imperial base to pick up various collectibles.

Legend

ICON	MEANING	ICON	MEANING	ICON	MEANING
B6	Mythril Shaft	04	Muscle Stimulant	Ω6	Cerberus
B9	Laser Sensor	08	Flesh Fortifier	Ω7	Noiseblaster
P1	Megalixir	R1	Magitek Booster		

1. In the watchtower
2. On top of the shipping containers
3. On top of a shipping container next to the hut
4. On top of the canvas-covered boxes

Cleigne: The Rock of Ravatogh

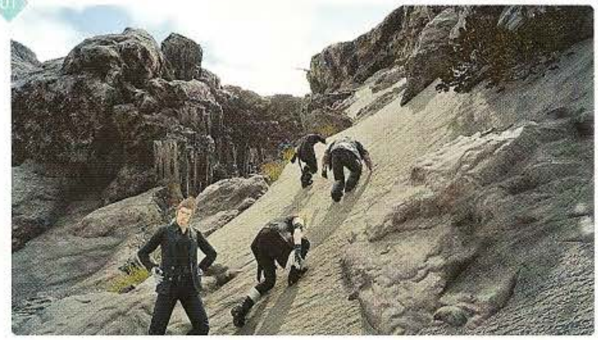


This dungeon can be found in the westernmost section of Lucis, located in the volcano that you will have noticed on the skyline since the beginning of the adventure in Leide. The recommended level to clear it is 30.

Enemy Analysis

NAME	NOTES
Thunderoc	Weak to Swords, Polearms, and Fire; resistant to Lightning and Light
Saphyrtail	Weak to Swords, Greatswords, and Lightning; resistant to Ice and Light
Spiracorn	Weak to Swords, Shields, and Fire; resistant to Ice and Light
Wyvern	Weak to Firearms, Shields, and Ice; resistant to Lightning and Light
Killer Wasp	Weak to Polearms, Daggers, and Fire; resistant to Lightning and Light





As this dungeon is rather linear, your progression should be very smooth. When you reach the very steep portion of the climb, however, you might struggle a little. The key is to continually tilt Ⓛ forwards, making only very subtle lateral adjustments when you need to alter your course to the side. Stay calm and focused and you will soon manage to move up at a steady pace. Using the trick to refresh your stamina (by pressing/releasing the corresponding button again when the gauge is about to be fully depleted) makes a big difference here. If you struggle, consider eating a meal that grants infinite stamina before visiting the dungeon: the Smoked Dualhorn Shank available from the nearby Verinas Mart – Ravatogh restaurant falls into this category.



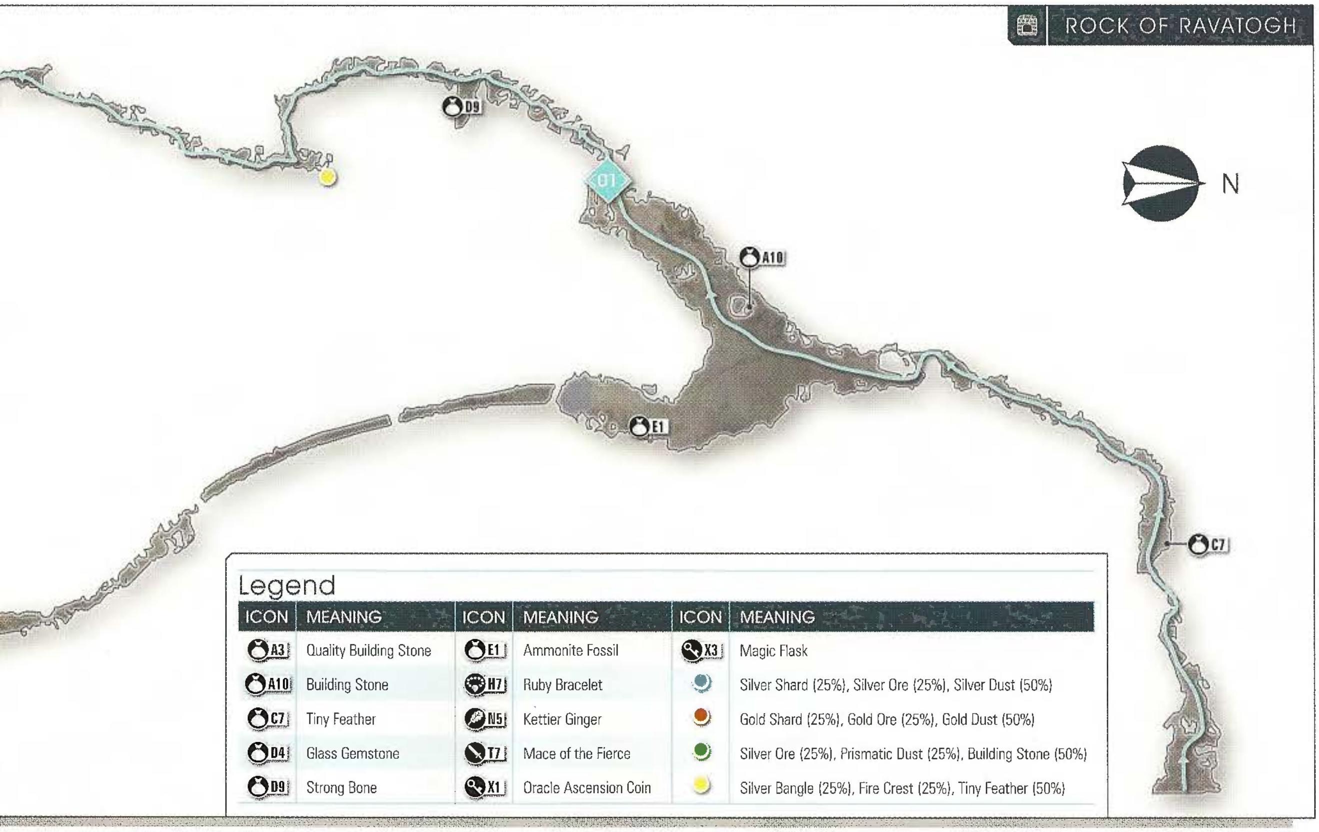
When you reach this location, you might wonder how to make it to the top of the cliff. There is a climbable surface that enables you to ascend after pressing ⊗/Ⓐ. Use the same method to climb the second part of the cliff.



From the haven, you will notice a narrow rocky path that you can use to progress. Follow it until you reach a giant nest, and a large arena beyond.



Walk alongside the wall on the right-hand side of the arena (with the nest behind you): you will soon see a small opening leading to a path, at the end of which lies the Tomb of the Fierce. Open it to expand your collection of Royal Arms with the Mace of the Fierce and obtain 4,000 EXP.



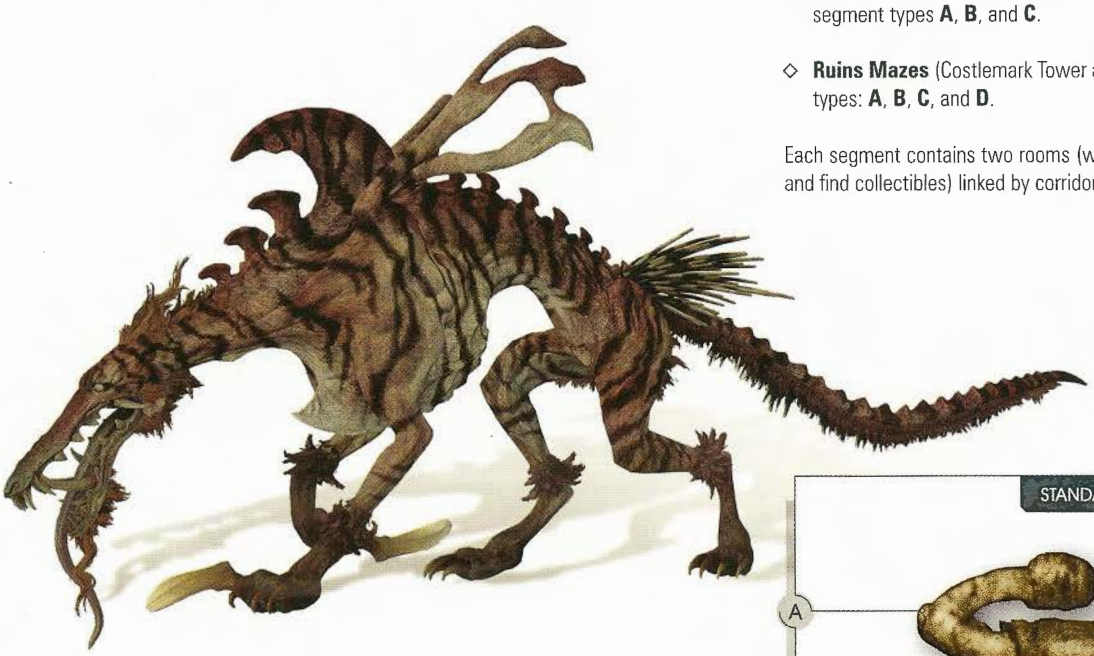
Legend

ICON	MEANING	ICON	MEANING	ICON	MEANING
A3	Quality Building Stone	E1	Ammonite Fossil	X3	Magic Flask
A10	Building Stone	H7	Ruby Bracelet	(blue)	Silver Shard (25%), Silver Ore (25%), Silver Dust (50%)
C7	Tiny Feather	N5	Kettier Ginger	(orange)	Gold Shard (25%), Gold Ore (25%), Gold Dust (50%)
D4	Glass Gemstone	T7	Mace of the Fierce	(green)	Silver Ore (25%), Prismatic Dust (25%), Building Stone (50%)
D9	Strong Bone	X1	Oracle Ascension Coin	(yellow)	Silver Bangle (25%), Fire Crest (25%), Tiny Feather (50%)

MENACE BENEATH LUCIS

After completing the main storyline and clearing four optional dungeons (Balouve Mines, Crestholm Channels, Daurell Caverns, and Costlemark Tower), you can trigger this quest by speaking to Ezma at Meldacio Hunter HQ. You will find her seated in a chair on a wooden terrace close to the local restaurant. She tasks you with one of the biggest and most challenging missions in the game, requiring you to defeat ferocious fiends sealed behind eight doors located around the Lucian frontier. These are found deep within the game's dungeons, usually mere steps away from the Royal Tombs or boss chambers.

Using the key that you receive at the beginning of this quest, you can now unseal these doors. However, the monsters you need to eliminate are not directly beyond – you have a network of tunnels to explore first, with rooms filled with additional high-level enemies. Think of them as dungeons within dungeons.



As you gradually progress and clear rooms of monsters, you go deeper and deeper into the maze, with branching paths leading to dead ends – and no in-game map whatsoever to help you. Your perseverance is rewarded, however. Not only do you accrue EXP from the numerous Daemons you defeat, but these mazes feature numerous collectibles, including valuable consumables, accessories, and even weapons.

In this section, we offer a breakdown of the structure of each maze to help you identify which exit is the correct one whenever you reach branching paths, what monsters you can expect to encounter, and which valuable items you should look for.

Objective

Once you go through a sealed door and enter a maze, your primary goal is to make your way to the deepest room, where the maze's guardian awaits. Defeat this boss and your objective is complete; exploring each and every dead end is entirely optional.

We will help you reach this goal by giving you a summary of the weaknesses and resistances of all fiends you will encounter in each maze, including bosses.

You may complete the mazes in any order that you see fit. Once you have explored all eight and defeated the redoubtable menaces guarding their deepest rooms, report back to Ezma to complete this enormous sidequest.

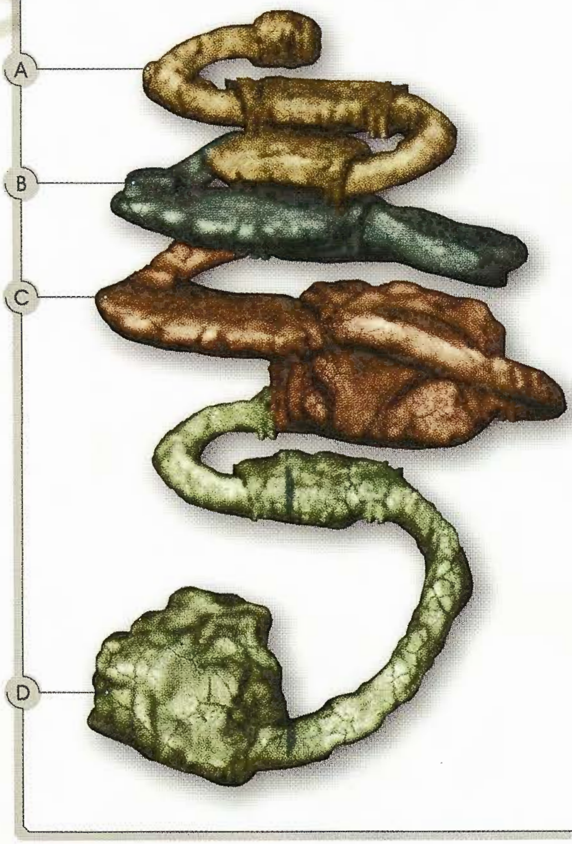
Maze Structure

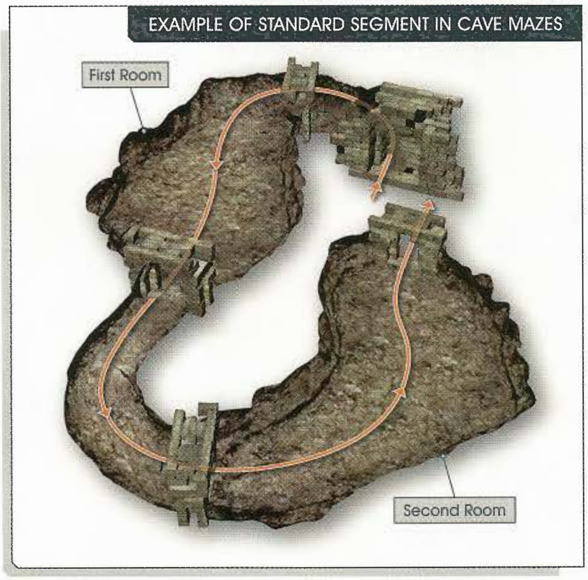
Each maze is composed of a combination of recurring segments. There are four standard **segment types**, which we have designated **A**, **B**, **C**, and **D**. Every standard segment type has a specific shape, but all of them are linear: as you become familiar with them, you will find it easier to navigate the mazes and know what to expect around every corner.

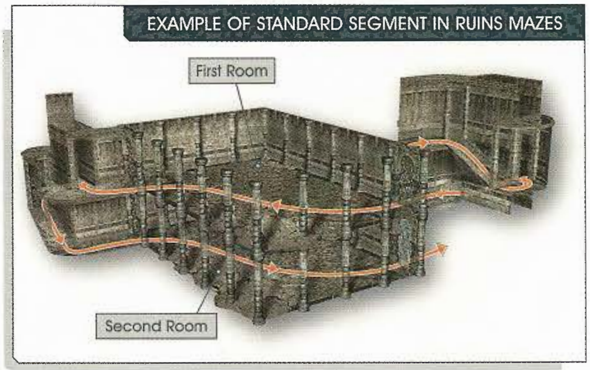
- ◇ **Cave Mazes** (Keycatrich Trench, Balouve Mines, Fociaugh Hollows, Glacial Grotto, Daurell Caverns, and Crestholm Channels) feature segment types **A**, **B**, and **C**.
- ◇ **Ruins Mazes** (Costlemark Tower and Steyliff Grove) feature all four types: **A**, **B**, **C**, and **D**.

Each segment contains two rooms (where you will encounter enemies and find collectibles) linked by corridors (all empty).

STANDARD SEGMENT TYPES & SHAPES



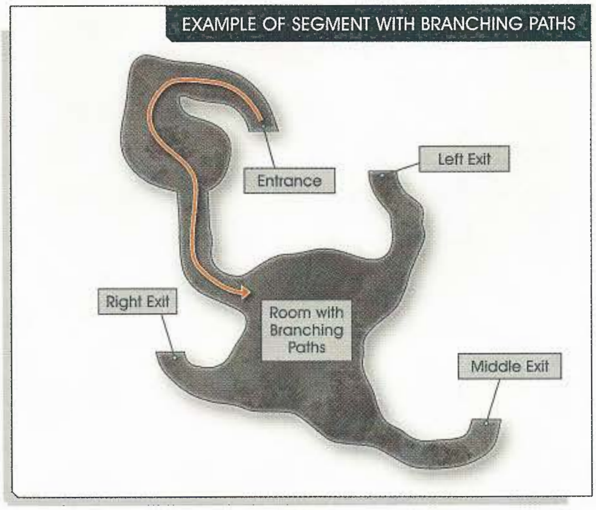




In addition to the standard segment types, you will regularly encounter segments that feature **branching paths** in their second room: one path leads to the deeper sections of the maze, while the others lead to dead ends with more collectibles and enemies to fight.

Navigation in general is not easy as visibility is very low in these dark environments. Even linear sections can prove challenging because they feature twists and turns, or very large rooms. The risk of getting lost is far greater in rooms with multiple exits, though. If you choose one randomly and explore it to its end, remembering where you came from and where you're supposed to go when you backtrack can prove challenging.

To help you know where to go when you face branching paths, we reveal the position of the correct door (to your left, right, or middle) in every single instance. You can also use the in-game compass as a navigational aid.



Navigation is further complicated by the presence of high-level opponents in most rooms. You might be tempted to run past them and head straight for the exit but it's usually impossible: gates regularly shut when you enter a room, blocking all exits. It's only once you've defeated all enemies that you can resume your progression in the maze.

If you can't bear any more, departing via the "Return to entrance" option on the Map screen will warp you back to the maze's sealed door.

Camps

Every five segments you negotiate in a maze, you will find a camp. These enable you to rest and to refill your maximum HP completely – a welcome feature given that you will regularly face powerful Daemons. It goes without saying, however, that you should stockpile a mountain of supplies before you begin, particularly powerful recovery items such as Elixirs.

In addition to their healing properties, camps are essential in that they enable you to "bank" the EXP that you accrue while defeating hordes of enemies. Indeed, resting at these locations is also the only way to record your progress with the auto-saves that occur automatically after the party sleeps.



A Menace Sleeps in Keycatrich (Lv. 55)



Maze Location: Keycatrich Trench (see page 45)

Maze Structure

SEGMENT	COLLECTIBLES (NORMAL)	COLLECTIBLES (RARE)
C B Branching paths – correct exit: **left** C	• Elixir • Hi-Potion • Laser Sensor • Mythril Shaft • Shattered Timepiece • Quality Building Stone • Splendid Building Stone • Beautiful Bottle • Debased Coin • Debased Silverpiece • Prismatic Shard	• Circlet • Gold Bangle • Oracle Ascension Coin • Emerald Bracelet (50% chance), Hi-Elixir (25% chance), or Hi-Potion (25% chance) • Rune Earring (50% chance), Ether (25% chance), or Hi-Potion (25% chance)
Camp	• Dominator (Greatsword)	
Branching paths – correct exit: **middle** B Branching paths – correct exit: **middle** A	• Laser Sensor • Hi-Potion • Mythril Shaft • Splendid Building Stone • Earth Gemstone • Sky Gemstone • Beautiful Bottle • Debased Coin • Debased Silverpiece • Prismatic Shard • Yellowstone Crystal	• Diamond Bracelet • Wizard Shield • Gold Bangle (50% chance), Elixir (25% chance), or Hi-Potion (25% chance) • Oracle Ascension Coin • Mega Phoenix (50% chance), Ether (25% chance), or Hi-Potion (25% chance)
Boss (Lakhmu Flan)	• Hyper Magnum (Firearm)	

Enemy Analysis

NAME	NOTES
Ereshkigal	Weak to Swords, Shields, Fire, and Light; resistant to Lightning
Galvanade	Weak to Firearms, Machinery, and Light; absorbs Lightning
Black Flan	Weak to Light; resistant to all other damage types except for Royal Arms
Bavarois	Weak to Ice, Lightning, and Light; resists all standard weapon types; absorbs Fire
Marshmallow	Weak to Fire, Lightning, and Light; resists all standard weapon types and Ice
Hecteyes	Weak to Polearms, Shields, and Light
Lakhmu Flan	Weak to Light; resists all other standard damage types; use Royal Arms and be very aggressive to limit your exposure to its gravity-based (attractive) attack

A Menace Sleeps in Balouve (Lv. 78)



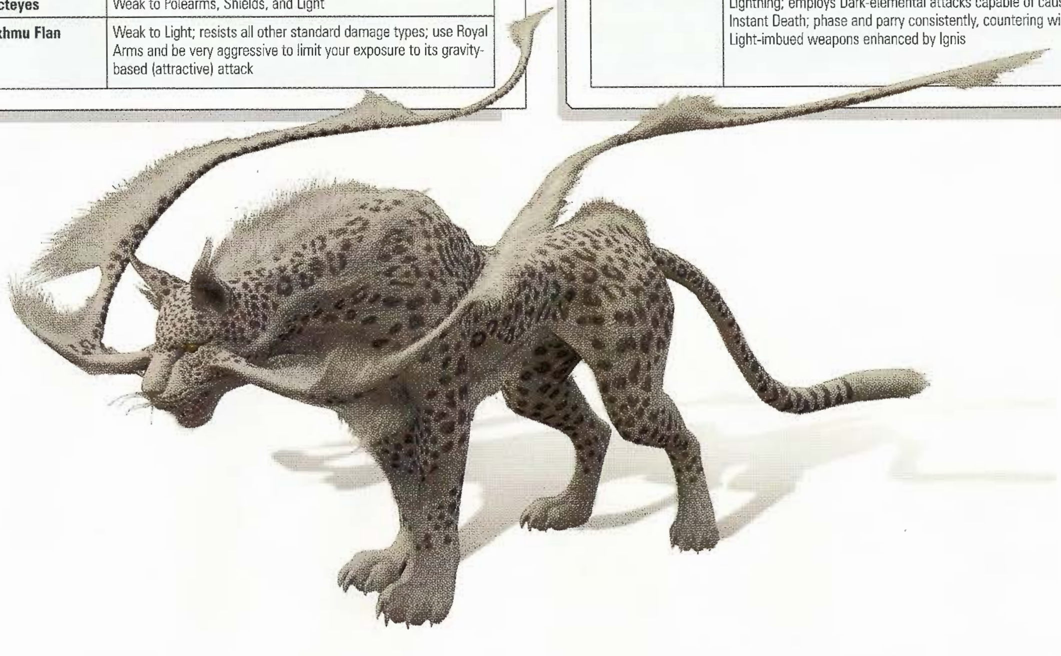
Maze Location: Balouve Mines (see page 178)

Maze Structure

SEGMENT	COLLECTIBLES (NORMAL)	COLLECTIBLES (RARE)
A B C B	• Chrome Bit • Rusted Bit • Gold Ore • Silver Ore • Prismatic Dust • Prismatic Shard • Prismatic Ore • Mythril Shaft • Potion • Hi-Potion • Mega-Potion • Ether	• Hi-Elixir • Megalixir • Oracle Ascension Coin • Emperor's Anklet (50% chance), Hi-Elixir (25% chance), or Hi-Potion (25% chance) • Oracle Earring (50% chance), Ether (25% chance), or Hi-Potion (25% chance)
Camp	• Apocalypse (Greatsword)	
Branching paths – correct exit: **left** A Branching paths – correct exit: **left** B	• Chrome Bit • Mythril Shaft • Earth Gemstone • Beautiful Bottle • Prismatic Dust • Prismatic Shard • Prismatic Ore • Potion • Hi-Potion • Mega-Potion • Ether	• Megalixir • Platinum Ingot • Platinum Bangle (50% chance), Elixir (25% chance), or Hi-Potion (25% chance) • Oracle Ascension Coin • Hi-Elixir (50% chance), Ether (25% chance), or Hi-Potion (25% chance) • Oracle Earring (50% chance), Ether (25% chance), or Hi-Potion (25% chance)
Boss (Psychomancer)	• Death Penalty (Firearm)	

Enemy Analysis

NAME	NOTES
Voretooth	Weak to Polearms, Shields, and Ice; resistant to Fire and Light
Hobgoblin	Weak to Greatswords, Machinery, Fire, and Light; resistant to Lightning
Killer Wasp	Weak to Polearms, Daggers, and Fire; resistant to Lightning and Light
Mindflayer	Weak to Polearms, Daggers, Lightning, and Light; resistant to Ice
Imp	Weak to Daggers, Firearms, Ice, and Light; resistant to Fire
Psychomancer	Weak to Greatswords, Shields, Ice, and Light; resistant to Lightning; employs Dark-elemental attacks capable of causing Instant Death; phase and parry consistently, countering with Light-imbued weapons enhanced by Ignis



A Menace Sleeps in Fociaugh (Lv. 65)



Maze Location: Fociaugh Hollows (see page 65)

Maze Structure

SEGMENT	COLLECTIBLES (NORMAL)	COLLECTIBLES (RARE)
A C Branching paths – correct exit: **middle** B	Ammonite Fossil Ancient Dragon Tooth Quality Building Stone Splendid Building Stone Beautiful Bottle Debased Coin Debased Silverpiece Potion Hi-Potion Mega-Potion Ether Prismatic Shard Yellowstone Crystal	The Grand Chamberlain Megalixir Oracle Ascension Coin Moon Pendant (50% chance), Ether (25% chance), or Hi-Potion (25% chance) Earth Pendant (50% chance), Ether (25% chance), or Hi-Potion (25% chance)
Camp	Organyx (Daggers)	
A Branching paths – correct exit: **right** C B	Ammonite Fossil Ancient Dragon Tooth Quality Building Stone Splendid Building Stone Beautiful Bottle Earth Gemstone Sky Gemstone Hi-Potion Mega-Potion Ether Elixir	Lavender Oil Centurion Bangle Megalixir Oracle Ascension Coin Diamond Bracelet (50% chance), Ether (25% chance), or Elixir (25% chance)
Boss (Chandravarma)	Enhancer (Sword)	

Enemy Analysis

NAME	NOTES
Ziggurat	Weak to Polearms, Shields, Lightning, and Light; resistant to Fire
Yojimbo	Weak to Polearms, Firearms, Lightning, and Light; resistant to Fire
Ganymede	Weak to Greatswords, Shields, and Light; resistant to Fire
Skeleton	Weak to Greatswords, Machinery, Ice, and Light; resistant to Lightning
Aramusha	Weak to Swords, Daggers, Lightning, and Light; resistant to Fire
Chandravarma	Resistant to all standard damage types except Light; employs Fire-elemental and gravity-based (attractive) attacks; use Royal Arms and defend consistently, countering with aerial combos to the head



A Menace Sleeps in the Grotto (Lv. 65)



Maze Location: Glacial Grotto (see page 56)

Maze Structure

SEGMENT	COLLECTIBLES (NORMAL)	COLLECTIBLES (RARE)
A B A B	Ammonite Fossil Ancient Dragon Tooth Quality Building Stone Splendid Building Stone Beautiful Bottle Debased Coin Debased Silverpiece Potion Hi-Potion Mega-Potion Ether Prismatic Shard	Black Belt Megalixir Oracle Ascension Coin Mega-Potion (50% chance), Ether (25% chance), or Hi-Potion (25% chance) Circlet (50% chance), Ether (25% chance), or Hi-Potion (25% chance)
Camp	Vigilantes (Daggers)	
Branching paths – correct exit: **right** B Branching paths – correct exit: **middle** C	Ammonite Fossil Ancient Dragon Tooth Quality Building Stone Splendid Building Stone Beautiful Bottle Debased Coin Debased Silverpiece Potion Hi-Potion Mega-Potion Ether Prismatic Shard Yellowstone Crystal	Hi-Elixir Megalixir Oracle Ascension Coin Rainbow Pendant (50% chance), Ether (25% chance), or Hi-Potion (25% chance) Hi-Elixir (50% chance), Ether (25% chance), or Hi-Potion (25% chance)
Camp	Platinum Ingot	
A C B Branching paths – correct exit: **left**	Ammonite Fossil Ancient Dragon Tooth Quality Building Stone Splendid Building Stone Beautiful Bottle Earth Gemstone Sky Gemstone Potion Hi-Potion Mega-Potion Ether Prismatic Shard Yellowstone Crystal	Hi-Elixir Megalixir Oracle Ascension Coin Star Pendant (50% chance), Ether (25% chance), or Hi-Potion (25% chance) Safety Bit (50% chance), Ether (25% chance), or Elixir (25% chance)
Boss (Kengo)	Executioner (Firearm)	

Enemy Analysis

NAME	NOTES
Yojimbo	Weak to Polearms, Firearms, Lightning, and Light; resistant to Fire
Cryonade	Very weak to Fire; weak to Firearms, Machinery, and Light; absorbs Ice
Skeleton	Weak to Greatswords, Machinery, Ice, and Light; resistant to Lightning
Elder Coeurl	Weak to Swords, Daggers, and Fire; resistant to Light; immune to Lightning
Royalisk	Weak to Polearms, Shields, and Fire; resistant to Lightning and Light
Kengo	Weak to Polearms, Firearms, Lightning, and Light; resistant to Fire; employs Ice-elemental attacks, and Dark-elemental attacks capable of causing Instant Death; focus on parrying and retaliate with a Radiant Lance regularly enhanced by Ignis

A Menace Sleeps in Daurell (Lv. 72)



Maze Location: Daurell Caverns (see page 184)

Maze Structure

SEGMENT	COLLECTIBLES (NORMAL)	COLLECTIBLES (RARE)
A Branching paths – correct exit: **left** A C	• Ammonite Fossil • Ancient Dragon Tooth • Quality Building Stone • Splendid Building Stone • Beautiful Bottle • Debased Coin • Debased Silverpiece • Beetle Shell • Potion • Hi-Potion • Mega-Potion • Ether	• Emperor's Anklet • Megalixir • Oracle Ascension Coin Lavender Oil (50% chance), Ether (25% chance), or Hi-Potion (25% chance) • Hi-Elixir (50% chance), Ether (25% chance), or Hi-Potion (25% chance)
Camp	• Moogle Charm (Accessory)	
Branching paths – correct exit: **middle** B C Branching paths – correct exit: **right**	• Ammonite Fossil • Ancient Dragon Tooth • Quality Building Stone • Splendid Building Stone • Beautiful Bottle • Earth Gemstone • Sky Gemstone • Debased Silverpiece • Potion • Hi-Potion • Mega-Potion • Ether	• Hi-Elixir • Megalixir • Oracle Ascension Coin • Field Medicine • Golden Hourglass (50% chance), Ether (25% chance), or Hi-Potion (25% chance) • Hi-Elixir (50% chance), Ether (25% chance), or Hi-Potion (25% chance)
Camp	• Duel Code (Greatsword)	
A B B C	• Ammonite Fossil • Ancient Dragon Tooth • Quality Building Stone • Splendid Building Stone • Beautiful Bottle • Earth Gemstone • Sky Gemstone • Potion • Hi-Potion • Mega-Potion • Ether • Prismatic Shard • Yellowstone Crystal	• Oracle Earring • Megalixir • Oracle Ascension Coin • Hi-Elixir (50% chance), Ether (25% chance), or Hi-Potion (25% chance) • Mega Phoenix (50% chance), Ether (25% chance), or Elixir (25% chance)
Boss (Mahanaga)	• Precision Lance (Polearm)	

Enemy Analysis

NAME	NOTES
Malbodoom	Weak to Greatswords, Machinery, and Fire; resistant to Ice and Light
Voretooth	Weak to Polearms, Shields, and Ice; resistant to Fire and Light
Shieldshears	Weak to Polearms, Firearms, Ice; resistant to Fire and Light
Custard	Weak to Fire, Ice, and Light; immune to all weapon types (except for the Ring of the Lucii); absorbs Lightning
Sir Tonberry	Weak to Greatswords, Swords, Ice, and Light; resistant to Lightning
Coeurl	Weak to Swords, Daggers, and Fire; immune to Lightning; resistant to Light
Dolce	Weak to Ice, Lightning, and Light; immune to all weapon types (except for the Ring of the Lucii); absorbs Fire
Iseultalon	Weak to Shields, Machinery, Fire, and Light; resistant to Ice
Mahanaga	Weak to Swords, Shields, Lightning, and Light; resistant to Fire; capable of healing; capable of inflicting Toad and Stone statuses; equip a Ribbon and a Durandal enhanced by Ignis; prioritize defense and counter with aerial combos to the head

A Menace Sleeps in Crestholm (Lv. 92)



Maze Location: Crestholm Channels (see page 180)

Maze Structure

SEGMENT	COLLECTIBLES (NORMAL)	COLLECTIBLES (RARE)
Branching paths – correct exit: **right** C C Branching paths – correct exit: **left**	• Rusted Bit • Iron Shavings • Chrome Bit • Mythril Shaft • Debased Silverpiece • Debased Banknote • Potion • Hi-Potion • Mega-Potion • Ether • Elixir • Phoenix Down	• Hi-Elixir • Megalixir • Oracle Ascension Coin • Anklet of the Gods (50% chance), Elixir (25% chance), or Hi-Potion (25% chance) • Hi-Elixir (50% chance), Elixir (25% chance), or Hi-Potion (25% chance)
Camp	• Mystic Circlet (Accessory)	
Branching paths – correct exit: **middle** C Branching paths – correct exit: **middle** C	• Iron Shavings • Chrome Bit • Mythril Shaft • Rare Coin • Debased Silverpiece • Debased Banknote • Potion • Hi-Potion • Mega-Potion • Ether • Elixir • Hi-Elixir	• Tarot Card • Megalixir • Oracle Ascension Coin • Tarot Card (50% chance), Elixir (25% chance), or Hi-Potion (25% chance) • Hi-Elixir (50% chance), Elixir (25% chance), or Hi-Potion (25% chance)
Camp	• Mighty Guard (Accessory)	
C C C C	• Ammonite Fossil • Ancient Dragon Tooth • Quality Building Stone • Splendid Building Stone • Beautiful Bottle • Earth Gemstone • Sky Gemstone • Potion • Hi-Potion • Mega-Potion • Ether • Prismatic Shard	• Blue Diamond Bracelet • Megalixir • Oracle Ascension Coin • Hi-Elixir (50% chance), Ether (25% chance), or Hi-Potion (25% chance) • Legatus Bangle (50% chance), Megalixir (25% chance), or Elixir (25% chance)
Boss (Manxom)	• Gigas Bangle (Accessory)	

Enemy Analysis

NAME	NOTES
Hvitrormr	Weak to Greatswords, Shields, and Ice; resistant to Fire and Light
Killer Wasp	Weak to Polearms, Daggers, and Fire; resistant to Lightning and Light
Coraldevil	Weak to Swords, Firearms, and Ice; resistant to Fire and Light
Phalaris	Weak to Greatswords, Shields, and Fire; resistant to Ice and Light
Seadevil	Weak to Swords, Firearms, and Ice; resistant to Fire and Light
Gaiatoad	Weak to Polearms, Machinery, and Ice; resistant to Lightning and Light
Havocfang	Weak to Greatswords, Daggers, and Ice; resistant to Fire and Light
Malbodoom	Weak to Greatswords, Machinery, and Fire; resistant to Ice and Light
Manxom	Weak to Polearms and Lightning; resistant to Greatswords and Ice; capable of inflicting Stone status; phase and parry to the best of your ability, counterattacking with a powerful Polearm enhanced by Ignis; the Star of the Rogue can work well to fight from a safe distance, and multi-cast Thundaga spells can inflict massive damage

A Menace Sleeps in Costlemark* (Lv. 99)



Maze Location: Costlemark Tower (see page 186)

Maze Structure

SEGMENT	COLLECTIBLES (NORMAL)	COLLECTIBLES (RARE)
C A A B Camp (Megalixir) Branching paths – correct exit: **middle** C C C Camp (Megalixir) D D Branching paths – correct exit: **right** D	• Rusted Bit • Chrome Bit • Mythril Shaft • Debased Coin • Debased Silverpiece • Sky Gemstone • Potion • Hi-Potion • Mega-Potion • Ether • Elixir • Hi-Elixir	• Megalixir • Oracle Ascension Coin • Magitek Core (50% chance), Onion Bangle (25% chance), or Hypno Crown (25% chance) • Black Choker (50% chance), Elixir (25% chance), or Hi-Elixir (25% chance) • Blue Diamond Bracelet (50% chance), Elixir (25% chance), or Hi-Elixir (25% chance) • Gigas Bangle (50% chance), Elixir (25% chance) , or Hi-Elixir (25% chance)
Boss (Jormungand)	• Soul of Thamasa (Accessory)	
Camp	• Megalixir	
D D Branching paths – correct exit: **left** B Camp (Platinum Ingot) Branching paths – correct exit: **middle** A A A Camp (Mythril Ingot) B B D D	• Chrome Bit • Mythril Shaft • Debased Silverpiece • Debased Banknote • Rare Coin • Mega Phoenix • Sky Gemstone • Hi-Potion • Mega-Potion • Ether • Elixir • Hi-Elixir	• Megalixir • Oracle Ascension Coin • Applied Sorcery • Celestriad (50% chance), Circlet (25% chance), or Hi-Elixir (25% chance) • Tarot Card (50% chance), Megalixir (25% chance), or Hi-Elixir (25% chance) • Mega Phoenix (50% chance), Elixir (25% chance), or Hi-Elixir (25% chance)
Boss (Bilröst)	• Dark Matter Bracelet (Accessory)	

Enemy Analysis

NAME	NOTES
Havocfang	Weak to Greatswords, Daggers, and Ice; resistant to Fire and Light
Hobgoblin	Weak to Greatswords, Machinery, Fire, and Light; resistant to Lightning
Mindflayer	Weak to Polearms, Daggers, and Light; resistant to Ice; absorbs Lightning
Malboro	Weak to Greatswords, Machinery, and Fire; resistant to Ice and Light
Iron Giant	Weak to Greatswords, Shields, and Light; resistant to Lightning; absorbs Fire
Jormungand	Weak to Swords, Daggers, and Ice; immune to Fire
Goblin	Weak to Polearms, Daggers, Fire, and Light; resistant to Ice
Braindrainer	Weak to Polearms, Daggers, Lightning, and Light; resistant to Ice
Elder Coeurl	Weak to Swords and Daggers; immune to all three elements; resistant to Light
Uttu	Weak to Greatswords, Machinery, and Light; immune to Ice; absorbs Fire and Lightning
Serpentess	Weak to Greatswords, Daggers, and Light; immune to Fire; absorbs Ice
Bilröst	Weak to Swords, Daggers, and Ice; immune to Fire; employs Fire-elemental attacks; regularly enhance your best Sword with Ignis and perform aerial combos; the Star of the Rogue can also be effective

* Consumable items cannot be used in this maze, making progression extremely challenging.

A Menace Sleeps in Steyliff (Lv. 86)



Maze Location: Steyliff Grove (see page 75)

Maze Structure

SEGMENT	COLLECTIBLES (NORMAL)	COLLECTIBLES (RARE)
A A A B Camp (Hi-Elixir) Branching paths – correct exit: **middle** A B B Camp (Megalixir) C C Branching paths – correct exit: **middle** B	• Rusted Bit • Iron Shavings • Chrome Bit • Mythril Shaft • Debased Coin • Debased Silverpiece • Rare Coin • Potion • Hi-Potion • Mega-Potion • Ether • Elixir • Balmung (Sword)	• Megalixir • Oracle Ascension Coin • Celestriad (50% chance), Purified Salt (25% chance), or Legatus Bangle (25% chance) • Emperor's Anklet (50% chance), Elixir (25% chance), or Hi-Potion (25% chance) • Hi-Elixir (50% chance), Elixir (25% chance), or Hi-Potion (25% chance) • Hi-Elixir (50% chance), Elixir (25% chance), or Hi-Potion (25% chance)
Camp	• Hi-Elixir	
A A C C Camp (Megalixir) C B B B Camp (Megalixir) C C A A	• Rusted Bit • Iron Shavings • Chrome Bit • Mythril Shaft • Debased Coin • Debased Silverpiece • Debased Banknote • Potion • Hi-Potion • Mega-Potion • Ether • Elixir • Aegis Shield (Shield)	• Megalixir • Oracle Ascension Coin • Anklet of the Gods • Platinum Ingot • Platinum Bangle (50% chance), Elixir (25% chance), or Hi-Potion (25% chance) • Hi-Elixir (50% chance), Elixir (25% chance), or Hi-Potion (25% chance)
Camp	• Megalixir	
Branching paths – correct exit: **left** C C C Camp (Megalixir) B B A A Camp (Megalixir) B A A A Camp (Megalixir) B B D D	• Chrome Bit • Mythril Shaft • Rare Coin • Sky Gemstone • Debased Silverpiece • Debased Banknote • Potion • Hi-Potion • Mega-Potion • Ether • Elixir • Mega Phoenix	• Megalixir • Oracle Ascension Coin • Robe of the Lord • Centurion Bangle (50% chance), Ether (25% chance), or Hi-Potion (25% chance) • Purified Salt (50% chance), Megalixir (25% chance), or Elixir (25% chance) • Hi-Elixir (50% chance), Ether (25% chance), or Hi-Potion (25% chance) • Hi-Elixir (50% chance), Megalixir (25% chance), or Elixir (25% chance)
Boss (Mictlantecihuatl)	• Flayer (Polearm)	

Enemy Analysis

NAME	NOTES
Imp	Weak to Daggers, Firearms, Ice, and Light; resistant to Fire
Psychomancer	Weak to Greatswords, Shields, Ice, and Light; resistant to Lightning
Havocfang	Weak to Greatswords, Daggers, and Ice; resistant to Fire and Light
Ronin	Weak to Swords, Daggers, Lightning, and Light; resistant to Fire
Matcha Mousse	Weak to Fire and Light; resistant to all weapon types
Tonberry	Weak to Daggers, Firearms, Ice, and Light; resistant to Lightning
Regaltrice	Weak to Daggers, Firearms, and Lightning; resistant to Fire
Killer Wasp	Weak to Polearms, Daggers, and Fire; resistant to Lightning and Light
Royalisk	Weak to Polearms, Shields, and Fire; resistant to Lightning and Light
Kingatrice	Weak to Greatswords, Machinery, and Fire; resistant to Ice and Light
Wyvern	Weak to Firearms, Shields, and Ice; resistant to Lightning and Light
Griffon	Weak to Polearms, Daggers, and Fire; resistant to Ice and Light
Dolce	Weak to Ice, Lightning, and Light; immune to all weapon types (except for the Ring of the Lucii); absorbs Fire
Custard	Weak to Fire, Ice, and Light; immune to all weapon types (except for the Ring of the Lucii); absorbs Lightning
Mindflayer	Weak to Polearms, Daggers, Lightning, and Light; resistant to Ice
Master Tonberry	Weak to Swords, Greatswords, Ice, and Light; resistant to Lightning; employs Fire-elemental attacks; capable of inflicting Stop status and Instant Death
Mictlantecihuatl	Weak to Ice, Polearms, and Daggers; immune to Lightning; employs Lightning-elemental attacks; phase/parry whenever you identify an oncoming blow, and make the most of each counter opportunity with an enhanced Polearm and aerial combos

RANDOLPH

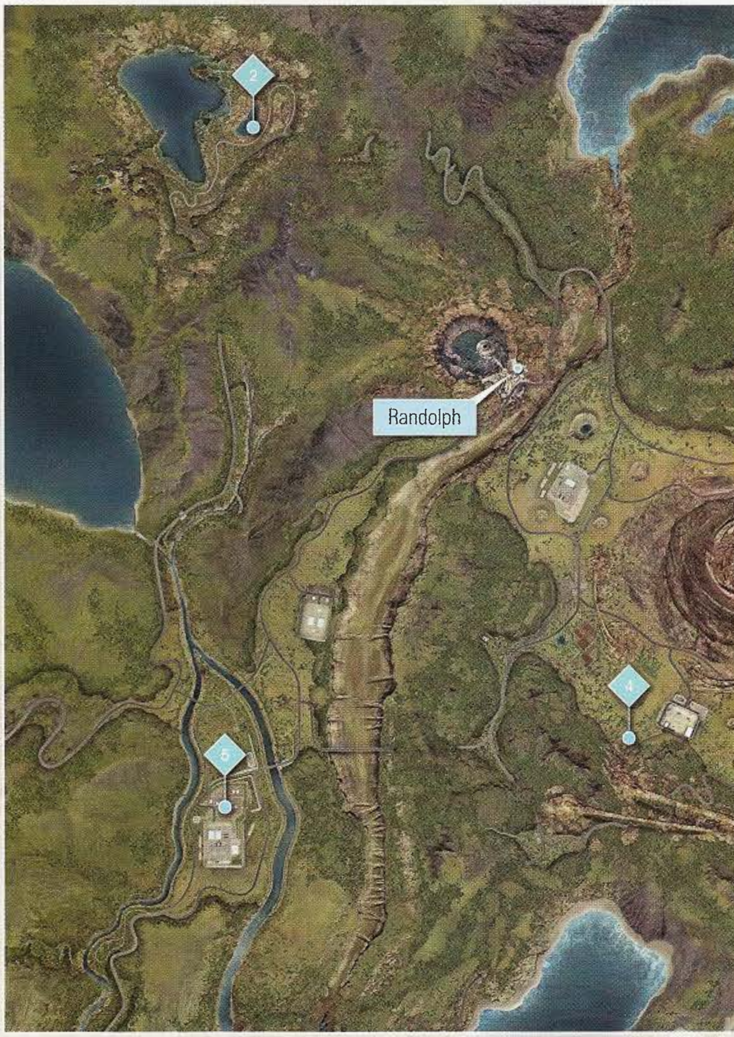
You must have finished the main storyline to access these quests. Load your "Chapter 15" save file, then return to Lucis with the "Call Umbra" function and visit Randolph in Lestallum. Be aware, though, that the monsters you face in these assignments are among the strongest and deadliest in the entire game. You can make a start on these quests with a well-developed party, but you'll need to be close to, or have reached, the level cap of 99 with all four party members to complete them all – and, moreover, be equipped with the best gear available. Consult our Inventory (see page 200) and Strategy & Analysis (see page 266) chapters to prepare yourself in advance.

The sensible approach is to tentatively begin each of these battles in turn and assess how much damage your party is inflicting. If the figures that appear are trivial, making no impression on the huge HP bar, disengage and return when you are more powerful.

The creatures you pursue in these missions might not always appear immediately when you reach the designated area. They are considered as wild monsters, and are therefore not set to appear at all times: complex conditions govern which target spawns where. You will sometimes need to leave the area and return a little later (or, another potential solution, save and reload immediately) to meet the required foe.



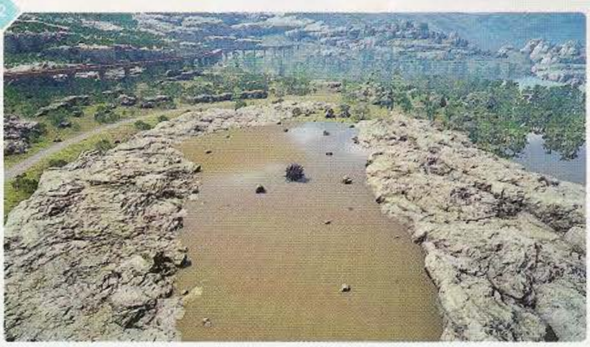
Randolph, your contact for this series of quests, is found in Lestallum at the end of the back alley just north of the Arms Vendor.





A LEGEND IS BORN

- **Unlock Condition:** Reach Chapter 15.
- **Bennu's Affinities:** Weak to Polearms, Machinery, and Lightning; resistant to Ice and immune to Light
- **Recommended Level:** 55
- **Notes:** Randolph first sends you to defeat a gigantic bird called Bennu to the south of the Prairie Outpost in Leide. To optimize your damage output, choose your most powerful Polearm (the Wyvern Lance can work really well here) and regularly infuse it with Lightning through Ignis's Enhancement technique (Prompto's Piercer also helps). Don't forget to eat a stat-boosting dish prior to the battle, and equip your allies with appropriate gear. Your strategy should revolve primarily around aerial combos targeted preferably at the creature's head. With the relevant Ascension nexuses unlocked, you can perform long and powerful chained attacks, regularly refilling your MP bar by point-warping to blue marker positions. When the bird flies high in the air, be prepared for a parry opportunity: if you succeed, the creature will collapse, giving you a chance to inflict massive damage. Once the creature falls, deliver the Jet-Black Beak to Randolph.
- **Reward:** 8,000 EXP, Iron Duke (Greatsword)



DREADFUL LEGEND

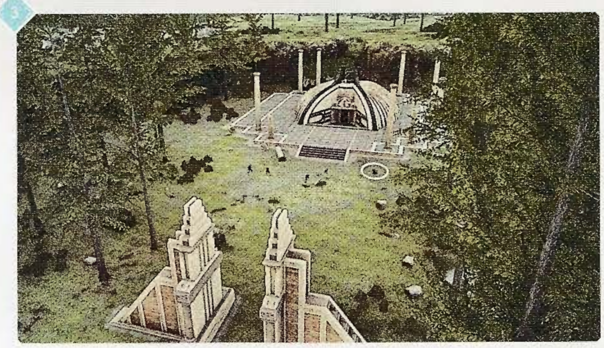
- **Unlock Condition:** Complete "A Legend Is Born".
- **Malbodoom's Affinities:** Weak to Daggers and Ice; resistant to Greatswords, Fire, and Light
- **Recommended Level:** 65
- **Notes:** For this second quest, you need to eliminate a Malbodoom in the Vesperpool region. Its Malbroro Brat minions serve as distractions and damage sponges, so the best strategy is to focus on the main target. The Malbodoom itself is a far more dangerous version of the Malboro you encountered during Chapter 10. Equip your best daggers, ideally infused with Ice via Enhancement, then warp in to assail the Malbodoom from behind or to the side. When the Brats begin to congregate around your position, warp to a safe distance and wait for the pack to separate. The Malbodoom's signature Bad Breath attack presents the best opportunity to deal sustained damage; warp behind the creature just after it finishes taking in air, and you can assail it with an uninterrupted combo.
- **Reward:** 10,000 EXP, Dragoon Lance (Polearm)





WONDROUS WEAPON

- **Unlock Condition:** Complete "Cursed Legend".
- **Naglfar's Affinities:** Weak to Fire, Ice, Lightning and Light; resistant to all standard weapon types
- **Recommended Level:** 99
- **Notes:** The final monster, Naglfar, awaits at night time at Fort Vaullerey, in the middle of the warehouses outside the base. This creature resists all standard weapon types but is weak to all elements. This makes Royal Arms extremely well suited for this battle. Swift versions, such as the Sword of the Father, will give you more defensive flexibility. Make sure you regularly augment them with Ignis's Enhancement technique to increase your damage output. If you have crafted many spells, particularly those cast in chains (see page 274), this can be the perfect opportunity to use them. Naglfar is very fast for its large size, with a high attack rate. One effective strategy is to remain close to the monster's sides. By flanking the creature, you are naturally out of range of its frontal attacks. Phase or warp through each of its assaults, then immediately retaliate before the next one begins. Don't be greedy: you can only execute a few blows. Any prolonged combo will usually end poorly – unless your opponent unleashes one of its special laser-based attacks, leaving it ripe for a long sequence of blows while it is "locked" in a direction (or, even better, a powerful Quadcast or Quintcast tier-3 spell; Stopcast spells can also work well to temporarily freeze your target). By alternating defensive sessions and quick-but-efficient offensive bursts, you will eventually grind down your opponent. Take its unique item drop to Randolph to complete one of the game's ultimate challenges.
- **Reward:** 20,000 EXP, Zwill Crossblades (Daggers)



LEGEND WRAPPED IN AN ENIGMA

- **Unlock Condition:** Complete "Dreadful Legend".
- **Sir Tonberry's Affinities:** Weak to Daggers and Light; resistant to Greatswords, Fire, Ice, and Lightning
- **Recommended Level:** 75
- **Notes:** Randolph's third assignment is to take out two Sir Tonberries that roam outside the Tomb of the Tall in the south of Duscae, but only at night. Your opponents regularly perform long sword combos or rapid lunge attacks that all lead to a (very narrow) parry opportunity. It is pointless to try to attack during their combos, so defend consistently, giving your full attention to parry prompts. Swift weapons are strongly recommended, particularly the Light-imbued Orichalcum daggers, as these exploit both of your foes' weaknesses. Be patient, only dealing one brief counter after each successful block, and make sure you focus all your assaults on the same target. Once you face a single Sir Tonberry, stick to the same strategy, though you can occasionally perform quick combos if you manage to position yourself behind your opponent while it focuses on one of your allies.
- **Reward:** 12,000 EXP, Ziedrich (Shield)



CURSED LEGEND

- **Unlock Condition:** Complete "Legend Wrapped in an Enigma".
- **Phalaris's Affinities:** Weak to Greatswords; resistant to Polearms, Shields, Fire, Lightning, and Light
- **Recommended Level:** 85
- **Notes:** The fourth evil creature Randolph asks you to slay is a Phalaris found in Duscae, to the south of Fallaughns Haven. This is a very powerful beast, capable of inflicting huge amounts of damage. The main difficulty you will encounter is that the Phalaris has moves that cannot be phased through or defended against in any way: his hoof stomp and his rolling attacks. This means that you cannot realistically remain at melee range for more than a second or two. A possible strategy consists of perpetually running and roll-dodging around the monster so as to remain a few steps to the rear of it. You can then dart in to target its hind legs with your best two-handed blade, ideally with Prompto's Piercer technique keeping the foe's defense down at all times. Alternatively, wielding the Star of the Rogue can be an efficient solution to remain at a safe distance: make sure you do not step out of the battle arena, though, as the Phalaris will quickly regenerate its health.
- **Reward:** 15,000 EXP, Soul Saber (Sword)



INVENTORY

Inventory

Your prowess in combat is not just a matter of party level and picking the most appropriate weapons – it is also determined by how well you prepare your characters. Stockpiling restorative items, selecting optimal gear, and managing the party's diet with available cooking ingredients can make a profound difference. With the more involved challenges, particularly dungeons, bosses, and late-game sidequests, a little advance effort can transform a potentially arduous struggle into a dominant victory.

In this chapter, we reveal the mechanical data for every combat-related item that you may discover. You will also find a comprehensive appraisal of all non-combat items, including quest-specific objects. If you have questions about anything that you see in your party's inventory, you will find the answers over the pages that follow.



WEAPONS

To truly master combat in *FFXV* you'll need to acquire a solid understanding of how to employ different weapon types to suit the enemies you face. While you can artlessly bludgeon your way through the early hours of the story with whichever blade you please, later chapters will punish such tactical economy. Equip weapons with innate properties that match the vulnerabilities of foes in your current area, though, and you can greatly reduce the number of strikes required to defeat them.

In this section we present an overview of all weapons available within each category, which will be useful as you strive to collect them all to expand your tactical options. Each table provides the following information for each weapon:

- **Attack:** Basic attack power of the weapon.
- **Critical:** Base percentage chance to inflict a critical hit (double damage) with a weapon.
- **Parameter Modifiers:** Change in absolute value to Max HP, MP, Strength, Vitality, Magic, or Spirit when the weapon is equipped.
- **Resistances:** Change in damage reduction percentages against ballistics or elements (Fire, Ice, Lightning, Dark). Positive values translate to damage reduction, and values stack additively. For example: if you equip three weapons that have +20, -40, and +25 to Fire resistance, your net effect is 5% damage reduction, which means you take 95% of normal damage from Fire attacks.
- **Notes:** Any special effects that have a bearing on a weapon's performance, or serve to enhance the bearer's capabilities.
- **Availability & Price:** Details on how to acquire a weapon, as well as the cost in Gil (if applicable).

Swords

Available only to Noctis, swords are good general-purpose weapons. While their attack power is average, they strike quickly, provide useful bonuses to maximum MP, and offer a variety of special effects. The default Engine Blade and its upgraded variants are also invaluable in augmenting your spellcasting abilities, enhancing your Magic stat alongside their ability to absorb elemental energy from defeated foes. Swords, in short, are versatile weapons that are always strong contenders for at least one slot in any given loadout.

NAME	ATTACK	CRITICAL	MAX HP MODIFIER	MAX MP MODIFIER	STRENGTH MODIFIER	VITALITY MODIFIER	MAGIC MODIFIER	SPIRIT MODIFIER	BULLET RESISTANCE	FIRE RESISTANCE	ICE RESISTANCE	LIGHTNING RESISTANCE	DARK RESISTANCE	NOTES	AVAILABILITY	BUY PRICE (GIL)	SELL PRICE (GIL)
Engine Blade	28	3	0	5	0	0	5	0	0	0	0	0	0	Absorbs elemental energy when dealing the finishing blow to an enemy	◆ Default	-	-
Broadsword	34	3	0	15	0	0	0	0	0	0	0	0	0	+2% Critical Rate per combo hit	◆ Default ◆ Shop: Hammerhead, Galdin Quay, Prairie Outpost	150	75
Engine Blade II	39	3	0	6	0	0	12	0	0	0	0	0	0	Absorbs elemental energy when dealing the finishing blow to an enemy	◆ Sidequest: A Better Engine Blade (Cid)	-	-
Airstep Sword	64	3	0	7	0	0	0	0	0	0	0	0	0	Halves MP consumption in mid-air	◆ Shop: Wiz Chocobo Post, Coernix Station – Cauthess	300	150
Rune Saber	77	3	48	8	0	8	12	9	0	0	0	0	0	-	◆ Shop: Taelpar Rest Area, Lestallum	600	300
Flame Tongue	81	3	0	7	0	0	0	0	0	28	0	0	0	Inflicts Fire-based damage	◆ Shop: Taelpar Rest Area, Lestallum	800	400
Ice Brand	98	3	0	10	0	0	0	0	0	0	31	0	0	Inflicts Ice-based damage	◆ Shop: Verinas Mart, imperial vendor outside Steyliff Grove in Chapter 07 ◆ Collectible: Cauthess Rest Area	1,500	750
Blood Sword	132	3	0	11	0	0	0	0	0	0	0	0	0	20% chance to recover 30 HP per hit	◆ Shop: Altissia, Cartanica, Tenebrae, Gralea ◆ Collectible: Crestholm Channels, Pitioss Ruins	5,000	2,500
Engine Blade III	134	3	0	25	0	0	18	0	0	0	0	0	0	Absorbs elemental energy when dealing the finishing blow to an enemy	◆ Sidequest: A Better Engine Blade II (Cid)	-	-
Durandal	155	3	0	11	0	0	0	0	0	0	0	0	33	Light-elemental	◆ Shop: Meldacio Hunter HQ, Hammerhead (Chapter 14) ◆ Collectible: Costlemark Tower	10,000	5,000
Enhancer	173	3	0	12	0	0	0	0	0	0	0	0	0	-	◆ Collectible: Fociaugh Hollow maze (Chapter 15)	-	6,000
Soul Saber	202	3	0	12	0	0	0	0	0	0	0	0	0	Damage bonus with lower stamina: +4% for every percentage point reduction under 50%	◆ Sidequest: Cursed Legend (Randolph)	-	9,000
Ultima Blade	208	3	0	40	0	0	30	0	0	0	0	0	0	Absorbs elemental energy when dealing the finishing blow to an enemy	◆ Sidequest: A Better Engine Blade III (Cid)	-	-
Balmung	248	3	0	11	0	0	0	0	0	0	0	0	0	Damage bonus with lower MP: +4% damage for every percentage point reduction	◆ Collectible: Steyliff Grove maze (Chapter 15)	-	10,000
Blazefire Saber	57	3	0	9	0	0	0	0	0	0	0	0	0	-15% physical damage taken	◆ Pre-order bonus	-	-



Greatswords

For pure, concentrated stopping power, greatswords are without peer. Available to Noctis and Gladiolus, they provide not only the highest attack of any standard weapon category, but also swing in wide, sweeping arcs capable of connecting with multiple foes at once. Most blades in this category also grant bonuses to Max HP, enabling you to weather minor hits as you cleave a path through massed enemy ranks. Naturally, greatswords attack very slowly and are often a questionable choice against small, nimble enemies, but can usually be wielded with confidence against hordes of weak creatures and the largest and most redoubtable opponents alike.

NAME	ATTACK	CRITICAL	MAX HP MODIFIER	MAX MP MODIFIER	STRENGTH MODIFIER	VITALITY MODIFIER	MAGIC MODIFIER	SPIRIT MODIFIER	BULLET RESISTANCE	FIRE RESISTANCE	ICE RESISTANCE	LIGHTNING RESISTANCE	DARK RESISTANCE	NOTES	AVAILABILITY	BUY PRICE (GIL)	SELL PRICE (GIL)
Two-handed Sword	48	2	53	0	0	0	0	0	0	0	0	0	0	+15% damage per additional enemy within 65 feet radius (max +100%)	◆ Default ◆ Shop: Hammerhead ◆ Collectible: Longwythe Rest Area	50	25
War Sword	71	2	65	0	0	0	0	0	0	0	0	0	0	10% chance to inflict Compromised	◆ Shop: Hammerhead, Galdin Quay, Prairie Outpost	150	75
Blade of Brennaere	89	2	82	0	0	0	0	0	0	27	0	0	0	Inflicts Fire-based damage	◆ Collectible: north of Three Valleys (Leide) ◆ Shop: Wiz Chocobo Post, Coernix Station – Cauthess	300	150
Claymore	112	2	98	0	0	32	0	0	0	0	0	0	0	-	◆ Shop: Taelpar Rest Area, Lestallum	600	300
Force Stealer	140	2	202	6	0	0	0	0	0	0	0	0	0	Absorbs elemental energy when dealing the finishing blow to an enemy	◆ Cape Caem farm: trade in four Caem Carrots	-	-
Hardedge	153	2	153	0	0	0	0	0	0	0	0	0	0	+80% breakage on body parts/ appendages (see page 284)	◆ Shop: Lestallum, Verinas Mart, imperial vendor outside Steyliff Grove in Chapter 07 ◆ Collectible: Daurell Caverns	1,500	750
Thunderbolt	158	2	246	0	0	0	0	0	0	0	0	29	0	Inflicts Lightning-based damage	◆ Shop: Altissia, Cartanica, Tenebrae, Gralea ◆ Collectible: Malmalam Thicket, Pitioss Ruins	5,000	2,500
Duel Code	206	2	468	0	0	0	0	0	0	0	0	0	0	+50% damage to lone enemies within 65 feet radius	◆ Collectible: Daurell Caverns maze (Chapter 15)	-	7,500
Force Stealer II	244	2	308	11	0	0	0	0	0	0	0	0	0	Absorbs elemental energy when dealing the finishing blow to an enemy	◆ Sidequest: A Better Force Stealer (Cid)	-	-
Hyperion	248	2	310	0	0	0	0	0	0	0	0	0	0	+15% damage per additional enemy within 65 feet radius (max +100%)	◆ Chapter 14 (Gladiolus, default weapon; also sold at Hammerhead)	8,000	4,000
Iron Duke	253	2	0	0	0	20	0	0	0	0	0	0	0	-	◆ Collectible: west of Hammerhead (Chapter 15); Sidequest: A Legend Is Born (Randolph)	-	5,000
Dominator	265	2	298	0	0	0	0	0	0	0	0	0	32	Light-elemental	◆ Collectible: west of Coernix Station – Alstor (Chapter 15); Keycatrich Trench maze (Chapter 15)	-	6,000
Apocalypse	332	2	403	0	0	0	0	0	0	0	0	0	0	Damage bonus when the wielder has low HP: Damage +(30 + 9*n*)% where *n* stands for every percentage point reduction under 30% HP	◆ Collectible: Balouve Mines maze (Chapter 15)	-	10,000
Masamune	87	2	49	0	0	0	0	0	0	0	0	0	0	20% chance of inflicting 30% Max HP damage when the target's HP is full	◆ Pre-order bonus	-	-

Polearms

Polearms are highly technical weapons available to Noctis and Ignis. A casual glance at their stats may leave you underwhelmed; despite their long reach and synergy with aerial attacks, they are subpar in raw power, have slow attack speed, and offer few secondary statistical bonuses. In fact, polearms are most effectively employed against specific enemy weaknesses or in loadouts designed to optimize certain strategies such as aerial combos.

NAME	ATTACK	CRITICAL	MAX HP MODIFIER	MAX MP MODIFIER	STRENGTH MODIFIER	VITALITY MODIFIER	MAGIC MODIFIER	SPIRIT MODIFIER	BULLET RESISTANCE	FIRE RESISTANCE	ICE RESISTANCE	LIGHTNING RESISTANCE	DARK RESISTANCE	NOTES	AVAILABILITY	BUY PRICE (GIL)	SELL PRICE (GIL)
Javelin	18	4	0	0	0	0	0	0	0	0	0	0	0	Critical bonus when the wielder has low HP: Critical +(5 + 1.5*n*)% where *n* stands for every percentage point reduction under 30% HP	◆ Default ◆ Shop: Galdin Quay, Prairie Outpost	150	75
Drain Lance	32	4	0	5	0	0	0	0	0	0	0	0	0	Absorbs elemental energy when dealing the finishing blow to an enemy	◆ Main quest (Ill Tidings)	-	-
Drain Lance II	44	4	0	11	0	0	0	0	0	0	0	0	0	Absorbs elemental energy when dealing the finishing blow to an enemy	◆ Sidequest: A Better Drain Lance (Cid)	-	-
Mythril Lance	48	4	0	0	0	0	32	0	0	0	0	0	0	-	◆ Shop: Wiz Chocobo Post, Coernix Station – Cauthess	300	150
Rapier Lance	57	4	0	0	0	0	0	0	0	0	0	0	0	+80% breakage on body parts/ appendages (see page 284)	◆ Shop: Taelpar Rest Area, Lestallum	600	300
Storm Lance	86	4	0	0	0	0	0	0	0	0	0	0	0	Inflicts Lightning-based damage	◆ Shop: Taelpar Rest Area	1,500	750
Ice Spear	99	4	0	0	0	0	0	0	0	0	0	0	0	Inflicts Ice-based damage	◆ Shop: Lestallum, Verinas Mart, imperial vendor outside Steyliff Grove in Chapter 07	800	400
Wyvern Lance	115	4	0	0	0	0	0	0	0	0	0	0	0	+50% damage in mid-air	◆ Shop: Altissia, Cartanica, Tenebrae, Gralea ◆ Collectible: Crestholm Channels, Pittios Ruins	5,000	2,500
Drain Lance III	137	4	0	11	0	0	0	0	0	0	0	0	0	Absorbs elemental energy when dealing the finishing blow to an enemy	◆ Sidequest: A Better Drain Lance II (Cid)	-	-
Radiant Lance	142	4	0	0	0	0	0	0	0	0	0	0	0	Light-elemental	◆ Shop: Meldacio Hunter HQ, Hammerhead (Chapter 14) ◆ Collectible: Costlemark Tower, Pitioss Ruins	10,000	5,000
Dragoon Lance	164	4	0	0	0	0	0	0	0	15	14	16	0	-	◆ Collectible: northwest of Coernix Station – Cauthess (Chapter 15); Sidequest: Dreadful Legend (Randolph)	-	6,000
Precision Lance	172	4	0	0	0	0	0	0	0	0	0	0	0	+10% Critical Rate	◆ Mini-game: Totomostro ◆ Collectible: Daurell Caverns maze (Chapter 15)	-	7,500
Flayer	211	4	0	0	0	0	0	0	0	0	0	0	0	Finishers deal +80% damage	◆ Collectible: Steyliff Grove maze (Chapter 15)	-	10,000
Gae Bolg	64	4	0	0	0	0	0	0	0	0	0	0	0	+44% damage when using warp-strikes	◆ Pre-order bonus	-	-

Daggers

Like polearms, daggers – used by Noctis and Ignis – are situational weapons. They are defined by low attack power, but this is offset by the number of strikes you can land with each swift flurry of blades. This complements the ability of this weapon category to inflict a number of useful status ailments. Daggers also work well in spellcasting loadouts, with minor bonuses to MP and Magic.

NAME	ATTACK	CRITICAL	MAX HP MODIFIER	MAX MP MODIFIER	STRENGTH MODIFIER	VITALITY MODIFIER	MAGIC MODIFIER	SPIRIT MODIFIER	BULLET RESISTANCE	FIRE RESISTANCE	ICE RESISTANCE	LIGHTNING RESISTANCE	DARK RESISTANCE	NOTES	AVAILABILITY	BUY PRICE (GIL)	SELL PRICE (GIL)
Daggers	20	3	0	4	0	0	5	0	0	0	0	0	0	+50% damage to enemies in vulnerable status	◆ Default ◆ Shop: Hammerhead	50	25
Avengers	41	3	0	4	0	0	5	0	0	0	0	0	0	Critical bonus when the wielder has low HP: Critical +(5 + 1.5*n*)% where *n* stands for every percentage point reduction under 30% HP	◆ Shop: Hammerhead, Galdin Quay, Prairie Outpost ◆ Collectible: west of Three Valleys (Leide)	150	75
Cutlasses	53	3	0	6	0	0	10	0	0	0	0	0	0	10% chance to inflict Mollified	◆ Shop: Wiz Chocobo Post, Coernix Station – Cauthess	300	150
Mythril Knives	54	3	0	6	0	0	50	0	0	0	0	0	0	-	◆ Shop: Taelpar Rest Area, Lestallum	600	300

Daggers (Continued)

NAME	ATTACK	CRITICAL	MAX HP MODIFIER	MAX MP MODIFIER	STRENGTH MODIFIER	VITALITY MODIFIER	MAGIC MODIFIER	SPIRIT MODIFIER	BULLET RESISTANCE	FIRE RESISTANCE	ICE RESISTANCE	LIGHTNING RESISTANCE	DARK RESISTANCE	NOTES	AVAILABILITY	BUY PRICE (GIL)	SELL PRICE (GIL)
Plunderers	89	3	0	10	0	0	10	0	0	0	0	0	0	Absorb elemental energy when dealing the finishing blow to an enemy	◆ Cape Caem farm: trade in four Caem Carrots	-	-
Assassin's Daggers	97	3	0	12	0	0	10	0	0	0	0	0	0	10% chance to inflict Poison	◆ Shop: Lestallum, Verinas Mart, imperial vendor outside Steyliff Grove in Chapter 07 ◆ Collectible: Malacchi Pond fishing spot, Vesperpool region, Daurell Caverns	1,500	750
Delta Daggers	114	3	0	6	0	0	15	0	0	0	0	0	0	10% chance to inflict Compromised	◆ Shop: Altissia, Cartanica, Tenebrae, Gralea ◆ Collectible: outside the Rock of Ravatogh, Malmalam Thicket	5,000	2,500
Plunderers II	131	3	0	15	0	0	30	0	0	0	0	0	0	Absorb elemental energy when dealing the finishing blow to an enemy	◆ Sidequest: A Better Pair of Plunderers (Cid)	-	-
Main Gauches	133	3	0	7	0	0	0	0	0	0	0	0	0	+50% damage to enemies in vulnerable status	◆ Chapter 14 (Ignis, default weapon; also sold at Hammerhead)	8,000	4,000
Orichalcum	149	3	0	9	0	0	20	0	0	0	0	0	0	Light-elemental	◆ Shop: Meldacio Hunter HQ ◆ Collectible: Costlemark Tower	10,000	5,000
Ulric's Kukris	151	4	282	24	8	15	48	20	21	5	7	4	19	+1% to HP and MP recovery rates	◆ Collectible: Insomnia (Chapter 14)	-	15,000
Organyx	155	3	0	10	0	25	23	32	0	10	10	10	10	-	◆ Collectible: Galdin Quay (Chapter 15); Fociaugh Hollow maze (Chapter 15)	-	6,000
Vigilantes	176	3	0	8	0	0	20	0	0	0	0	0	0	5% chance to inflict Stop	◆ Collectible: Glacial Grotto maze (Chapter 15)	-	7,500
Zwill Crossblades	203	3	0	5	0	0	25	0	0	0	0	0	0	+80% damage at full HP	◆ Sidequest: Wondrous Weapon (Randolph)	-	10,000
Mage Mashers	55	45	0	13	0	0	32	0	0	0	0	0	0	-30% Fire/Ice/Lightning damage	◆ Pre-order bonus	-	-

Firearms

Firearms are precise weapons that also demand high manual dexterity to wield effectively. Available to Noctis and Prompto, they shoot quickly and provide solid attack power, but there's a catch: a drop-off in damage as the distance between the user and the enemy increases. Unlike melee weapons, firearms do not induce automatic character movement by default, so you will need to evade close-quarters enemy blows manually to maximize your damage output. Firearms shine against mobile opponents that regularly dodge melee weapons, or in difficult boss encounters where you are happy to fight a methodical ranged battle in order to sustain reduced damage.

NAME	ATTACK	CRITICAL	MAX HP MODIFIER	MAX MP MODIFIER	STRENGTH MODIFIER	VITALITY MODIFIER	MAGIC MODIFIER	SPIRIT MODIFIER	BULLET RESISTANCE	FIRE RESISTANCE	ICE RESISTANCE	LIGHTNING RESISTANCE	DARK RESISTANCE	NOTES	AVAILABILITY	BUY PRICE (GIL)	SELL PRICE (GIL)
Handgun	32	2	0	0	0	0	0	4	0	0	0	0	0	+80% breakage on body parts/ appendages (see page 284)	◆ Default ◆ Shop: Hammerhead	50	25
Cocytus	43	2	0	0	0	0	0	7	0	0	0	0	0	Inflicts Ice-based damage	◆ Shop: Hammerhead, Galdin Quay, Prairie Outpost	150	75
Calamity	49	2	0	0	0	0	0	5	0	0	0	0	0	10% chance to inflict Poison	◆ Shop: Wiz Chocobo Post, Coernix Station – Cauthess ◆ Collectible: north of Wiz Chocobo Post	300	150
Mythril Pistol	80	2	0	0	0	0	42	11	0	0	0	0	0	-	◆ Shop: Taelpar Rest Area, Lestallum	600	300
Valiant	118	2	0	11	0	0	0	12	0	0	0	0	0	Absorbs elemental energy when dealing the finishing blow to an enemy	◆ Cape Caem farm: trade in four Caem Carrots	-	-
Cerberus	120	2	0	0	0	0	0	6	0	0	0	0	0	Enables snipe mode; only available to Noctis	◆ Item drop: MA Veles-bis appendage (10%) ◆ Collectible: Fort Vaullerey	-	-
Rebellion	124	2	0	0	0	0	0	15	0	0	0	0	0	Critical bonus when the wielder has low HP: Critical $+(5 + 1.5n)$% where n stands for every percentage point reduction under 30% HP	◆ Shop: Verinas Mart, imperial vendor outside Steyliff Grove in Chapter 07	1,500	750
Valiant II	143	2	0	14	0	0	0	21	0	0	0	0	0	Absorbs elemental energy when dealing the finishing blow to an enemy	◆ Sidequest: A Better Valiant (Cid)	-	-
Flame Gun	145	2	0	0	0	0	0	16	0	0	0	0	0	Inflicts Fire-based damage	◆ Shop: Altissia, Cartanica, Tenebrae, Gralea ◆ Collectible: Pitioss Ruins	5,000	2,500
Quicksilver	148	2	0	0	0	0	0	18	0	0	0	0	0	+80% breakage on body parts/ appendages (see page 284)	◆ Chapter 14 (Prompto, default weapon; also sold at Hammerhead)	8,000	4,000
Enforcer	152	2	0	0	0	0	0	19	0	0	0	0	0	+10% Critical Rate	◆ Shop: Meldacio Hunter HQ ◆ Mini-game: Totomostro	10,000	5,000
Executioner	214	2	0	0	0	0	0	22	0	0	0	0	0	+50% damage to lone enemies within 65 feet radius	◆ Collectible: Glacial Grotto maze (Chapter 15)	-	7,500
Hyper Magnum	222	2	0	0	0	0	0	21	0	0	0	0	0	-	◆ Collectible: north of Fort Vaullerey (Chapter 15); Keycatrich Trench maze (Chapter 15)	-	6,000
Death Penalty	236	2	0	0	0	0	0	25	0	0	0	0	0	1% chance to inflict Instant Death	◆ Collectible: Balouve Mines maze (Chapter 15)	-	10,000

Shields

Shields are available to Noctis and Gladiolus. Depending on the wielder, they can be used in very different ways – though always broadly for defensive purposes. A number of shields offer conditional or temporary bonuses after blocking or taking damage, granting you the benefit of a quick recovery or opportunistic counterattack while controlling Noctis. Gladiolus makes best use of shields in conjunction with the Intercept and Royal Guard abilities, protecting Noctis from enemy attacks.

NAME	ATTACK	CRITICAL	MAX HP MODIFIER	MAX MP MODIFIER	STRENGTH MODIFIER	VITALITY MODIFIER	MAGIC MODIFIER	SPIRIT MODIFIER	BULLET RESISTANCE	FIRE RESISTANCE	ICE RESISTANCE	LIGHTNING RESISTANCE	DARK RESISTANCE	NOTES	AVAILABILITY	BUY PRICE (GIL)	SELL PRICE (GIL)
Kite Shield	52	1	0	0	0	15	0	0	8	0	0	0	0	Recovers 50 HP per Blink	◆ Shop: Wiz Chocobo Post, Coernix Station – Cauthess	300	150
Absorb Shield	83	1	0	10	0	30	0	0	12	0	0	0	0	Absorbs elemental energy when dealing the finishing blow to an enemy	◆ Cape Caem farm: trade in four Caem Carrots	-	-
Ice Shield	85	1	0	0	0	18	0	0	10	0	22	0	0	+30% HP Recovery Rate for 5 seconds after taking Ice damage	◆ Shop: Taelpar Rest Area, Lestallum	800	400
Thunder Shield	93	1	0	0	0	21	0	0	12	0	0	24	0	x4 Critical Rate for 5 seconds after taking Lightning damage	◆ Shop: Verinas Mart, imperial vendor outside Steyliff Grove in Chapter 07	1,500	750
Flame Shield	97	1	0	0	0	22	0	0	9	21	0	0	0	+300 Strength for 5 seconds after taking Fire damage	◆ Shop: Verinas Mart, imperial vendor outside Steyliff Grove in Chapter 07	1,500	750
Hero's Shield	103	1	0	0	0	25	0	0	22	0	0	0	0	-30% damage from bullets	◆ Shop: Altissia, Cartanica, Tenebrae, Gralea ◆ Collectible: Cresthom Channels, Pitioss Ruins	5,000	2,500
Absorb Shield II	129	1	0	15	0	38	0	0	12	0	0	0	0	Absorbs elemental energy when dealing the finishing blow to an enemy	◆ Sidequest: A Better Absorb Shield (Cid)	-	-
Black Prince	135	1	0	0	0	32	0	0	13	0	0	0	22	+300 Magic for 5 seconds after taking Darkness damage	◆ Shop: Meldacio Hunter HQ, Hammerhead (Chapter 14) ◆ Collectible: Pitioss Ruins	10,000	5,000
Power Shield	136	1	0	0	0	6	0	0	11	0	0	0	0	-	◆ Shop: Taelpar Rest Area, Lestallum ◆ Collectible: Lestallum	600	300
Wizard Shield	141	1	0	0	0	34	99	0	12	0	0	0	0	-	◆ Collectible: Verinas Mart – Ravatogh region (Chapter 15); Keycatrich Trench maze (Chapter 15)	-	6,000
Aegis Shield	172	1	0	0	0	55	0	0	11	0	0	0	0	10% chance to nullify any incoming damage	◆ Collectible: Steyliff Grove maze (Chapter 15)	-	10,000
Ziedrich	182	1	0	0	0	50	0	0	14	0	0	0	0	+200 Strength for 3 seconds after Blinking	◆ Sidequest: Legend Wrapped in an Enigma (Randolph)	-	7,500

Machinery

Machinery weapons are available to Noctis and Prompto. These slow but powerful cannons can be employed to defeat strong mechs, many of which are weak to machinery. Like greatswords, they can unleash charged attacks (hold and release the attack button) where the power increases with the duration of the charge; the resultant explosions have area-of-effect properties. As with firearms, however, they deal less damage as the distance between the user and the target increases. Last but not least, machinery weapons impede your ability to move swiftly and prevent you from warp-striking, though they partly compensate for this by each giving you access to a special attack (performed with △/Y).

NAME	ATTACK	CRITICAL	MAX HP MODIFIER	MAX MP MODIFIER	STRENGTH MODIFIER	VITALITY MODIFIER	MAGIC MODIFIER	SPIRIT MODIFIER	BULLET RESISTANCE	FIRE RESISTANCE	ICE RESISTANCE	LIGHTNING RESISTANCE	DARK RESISTANCE	NOTES	AVAILABILITY
Auto Crossbow	61	2	12	0	0	0	0	0	10	0	0	0	0	Special attack: fires a barrage of crossbow bolts (60 MP)	◆ Collectible: Keycatrich Trench
Bioblaster	71	2	0	0	0	0	0	0	0	0	0	0	0	Special attack: disperses a poisonous mist (40 MP)	◆ Collectible: outside Keycatrich Trench
Circular Saw	82	2	0	0	0	9	0	0	7	0	0	0	0	Special attack: inflicts repeated damage with spinning blades (40 MP)	◆ Item drop: MA-X Cuirass (100%)
Gravity Well	94	2	0	0	0	0	8	0	0	0	0	0	0	Special attack: pulls foes in with a gravity sphere (80 MP)	◆ Collectible: Aracheole Stronghold

Machinery (Continued)

Noiseblaster	128	2	0	0	0	0	0	11	0	0	0	0	0	Special attack: emits a pummeling sonic wave over a wide area (80 MP)	◆ Collectible: Fort Vaullerey
Drillbreaker	145	2	7	0	0	5	0	0	8	0	0	0	0	Special attack: inflicts repeated damage with piercing drills (80 MP)	◆ Collectible: Formouth Garrison
Auto Crossbow Plus	209	2	18	0	0	0	0	0	22	0	0	0	0	Upgraded version of Auto Crossbow	◆ Sidequest: A Better Auto Crossbow (Cid)
Bioblaster Plus	212	2	0	0	0	0	0	0	0	0	0	0	0	Upgraded version of the Bioblaster	◆ Sidequest: A Better Bioblaster (Cid)
Circular Saw Plus	216	2	0	0	0	21	0	0	12	0	0	0	0	Upgraded version of the Circular Saw	◆ Sidequest: A Better Circular Saw (Cid)
Gravity Well Plus	220	2	0	0	0	0	18	0	0	0	0	0	0	Upgraded version of the Gravity Well	◆ Sidequest: A Better Gravity Well (Cid)
Noiseblaster Plus	227	2	0	0	0	0	0	23	0	0	0	0	0	Upgraded version of the Noiseblaster	◆ Sidequest: A Better Noiseblaster (Cid)
Drillbreaker Plus	240	2	12	0	0	13	0	0	13	0	0	0	0	Upgraded version of the Drillbreaker	◆ Sidequest: A Better Drillbreaker (Cid)

Royal Arms

Available only to Noctis, the 13 Royal Arms are a set of unique weapons. While some are truly one-of-a-kind in terms of form and function, they all offer statistical bonuses and special characteristics. Attacks with these weapons consume HP and should be used sparingly and tactically, but they do have very potent applications. At any rate, it may be worthwhile to keep one or more slotted simply to enjoy the parameter boosts they grant – especially early in the story, when the difference can be significant. You can find a complete analysis of the unique properties of all Royal Arms on page 286.

NAME	ATTACK	CRITICAL	MAX HP MODIFIER	MAX MP MODIFIER	STRENGTH MODIFIER	VITALITY MODIFIER	MAGIC MODIFIER	SPIRIT MODIFIER	BULLET RESISTANCE	FIRE RESISTANCE	ICE RESISTANCE	LIGHTNING RESISTANCE	DARK RESISTANCE	NOTES	AVAILABILITY
Sword of the Wise	194	3	100	0	0	30	30	30	0	0	0	0	0	A sword that performs preemptive warp-strikes to close the distance quickly	Main quest: Legacy
Axe of the Conqueror	483	2	0	0	60	-80	0	0	0	0	0	0	0	A polearm that performs slow but powerful attacks, at the expense of defense	Main quest: The Power of Kings
Bow of the Clever	203	7	0	0	0	0	80	0	50	0	0	0	0	A bow that fires piercing arrows while allowing the wielder to move freely about the battlefield	Royal Tomb: Balouve Mines
Swords of the Wanderer	153	3	0	0	0	50	0	50	0	0	0	0	0	Dual swords that can transform into a single weapon to deliver powerful blows	Main quest: Sword in the Waterfall
Blade of the Mystic	396	2	150	0	0	30	0	0	0	0	0	0	20	A longsword with the ability to increase the wielder's Strength through a unique self-buff	Main quest: The Archaean
Star of the Rogue	177	2	0	0	0	0	0	0	0	20	20	20	0	A shuriken capable of dealing multiple hits in rapid succession, either on different targets or on the various body parts of a single target	Royal Tomb: The Myrlwood
Sword of the Tall	518	2	200	0	0	0	0	-30	0	-40	-40	-40	-40	A greatsword that deals multiple hits with each blow	Royal Tomb: Costlemark Tower
Shield of the Just	251	1	500	-50	-100	100	0	0	10	10	10	10	10	A shield that enables cover status when guarding, enabling HP recovery at the cost of MP	Royal Tomb: Tomb of the Just
Mace of the Fierce	334	2	300	0	0	0	0	0	-50	0	0	0	0	A mace with the ability to deal grievous breakage to body parts/ appendages (see page 284)	Royal Tomb: The Rock of Ravatogh
Scepter of the Pious	237	2	0	0	0	0	150	0	0	0	0	0	50	A scepter that takes different forms to perform a variety of attacks	Royal Tomb: Malmalam Thicket
Trident of the Oracle	388	5	0	60	0	0	0	0	0	0	0	0	0	A polearm that produces an afterimage capable of performing additional attacks	Main quest: Breath of the Glacian
Katana of the Warrior	361	3	0	0	0	0	0	100	0	25	25	25	-50	A longsword that attacks quickly and relentlessly after startup	Main quest: The Hand of the King
Sword of the Father	141	5	0	0	100	0	100	0	0	0	0	0	0	A sword that briefly increases its wielder's Strength after Finishers	Main quest: Zegnautus Keep

ACCESSORIES

With Ascension tree upgrades, your party members can eventually equip up to three accessories each. Most accessories provide significant, if straightforward, boosts to basic parameters, or resistances to elements or status ailments. These effects stack additively with equivalent boosts provided by weapons. Certain special or rare accessories offer benefits that are not available by any other means. These include cosmetic adjustments, ally-specific effects, and improvements to MP management.

Accessories: Overview

NAME	NOTES	AVAILABILITY	PRICE (GIL)
Bronze Bangle	Max HP +50	Shop: Galdin Quay, Prairie Outpost Collectible: Hammerhead Enemy drop: Imp (3%)	500
Iron Bangle	Max HP +100	Shop: Wiz Chocobo Post, Coernix Station – Cauthess Hunt: Gorgers in the Dust (Hammerhead) Collectible: Common Enemy drop: Alv (3%), Skeleton (5%)	1,200
Carbon Bangle	Max HP +150	Shop: Taelpar Rest Area, Lestallum, imperial vendor outside Steyliff Grove in Chapter 07, Verinas Mart Hunt: A Nightmare Came by Ferry (Galdin Quay) Collectible: Wiz Chocobo Post, Glacial Grotto, Pitioss Ruins Justice Monsters Five	2,000
Titanium Bangle	Max HP +200	Shop: Meldacio Hunter HQ, Altissia, Cartanica, Tenebrae, Gralea Hunt: Blobs Ashore (Old Lestallum) Collectible: Fociaugh Hollow Enemy drop: Skeleton – dungeon variant (5%) Justice Monsters Five	2,500
Silver Bangle	Max HP +300	Hunt: In a Heat Haze of Glory (Lestallum, Market); Hunter Rank 2 reward Collectible: Verinas Mart, Daurell Caverns, Pitioss Ruins Mini-game: Totomostro Enemy drop: Imp – dungeon variant (3%)	-
Gold Bangle	Max HP +500	Hunt: A Most Behemoth Undertaking (Wiz Chocobo Post); Hunter Rank 4 reward Training: Complete training level 5 Collectible: The Myrlwood, Hammerhead region (Chapter 15), Pitioss Ruins, Keycatrich Trench maze (Chapter 15) Justice Monsters Five	-
Platinum Bangle	Max HP +700	Collectible: Costlemark Tower, Pitioss Ruins, Balouve Mines maze (Chapter 15), Steyliff Grove maze (Chapter 15) Justice Monsters Five	-
Centurion Bangle	Max HP +1,000	Hunter Rank 8 reward Collectible: Fociaugh Hollow maze, Steyliff Grove maze (both Chapter 15) Justice Monsters Five	-
Legatus Bangle	Max HP +1,200	Hunter Rank 9 reward Collectible: Steyliff Grove maze, Crestholm Channels maze (both Chapter 15) Justice Monsters Five	-
Gigas Bangle	Max HP +1,500	Collectible: Costlemark Tower maze, Crestholm Channels maze (both Chapter 15) Justice Monsters Five	-
Onion Bangle	Max HP +2,500	Collectible: Costlemark Tower maze (Chapter 15) Justice Monsters Five	-
Adamantite Bangle	Max HP +10,000	Hunt: Lonely Rumbles in Longwythe (Hammerhead)	-
White Choker	HP Recovery Speed +2%	Collectible: Hammerhead, Glacial Grotto, Pitioss Ruins Enemy drop: Tonberry (5%)	-
Green Choker	HP Recovery Speed +3%	Collectible: Longwythe Rest Area, Pitioss Ruins Hunt: To Sting in Anger (Lestallum Thoroughfare) Enemy drop: Master Tonberry (6%)	-
Blue Choker	HP Recovery Speed +4%	Hunt: Marsh Madness! The Giant Awakens (Coernix Station – Alstor) Collectible: Fociaugh Hollow, Pitioss Ruins Enemy drop: Tonberry – dungeon variant (5%)	-
Red Choker	HP Recovery Speed +5%	Hunt: An Omen Crawls Upon the Ground (Lestallum, Thoroughfare); The Case of the Disappeared Hunters (Altissia) Collectible: Pitioss Ruins Enemy drop: Master Tonberry – dungeon variant (10%)	-
Black Choker	HP Recovery Speed +6%	Hunt: Devils Cry Curses (Lestallum, Thoroughfare); Hunter Rank 6 reward Collectible: Costlemark Tower, Wiz Chocobo Post (Chapter 15); Costlemark Tower maze (Chapter 15)	-
Garnet Bracelet	Strength +30	Shop: Wiz Chocobo Post, Coernix Station – Cauthess, Lestallum, Taelpar Rest Area, Verinas Mart Collectible: Glacial Grotto, Pitioss Ruins Enemy drop: Hobgoblin (3%) Justice Monsters Five	800
Amethyst Bracelet	Strength +35	Sidequest: The Aspiring Artisan (Dino) Hunt: A Behemoth Undertaking (Wiz Chocobo Post) Collectible: Near Coernix Station – Alstor, Fociaugh Hollow, Pitioss Ruins Enemy drop: Bussemand (3%) Justice Monsters Five	-
Heliodor Bracelet	Strength +40	Shop: Meldacio Hunter HQ, Verinas Mart, Altissia, Cartanica, Tenebrae, Gralea, Hammerhead (Chapter 14) Sidequest: A Stone-Studded Stunner (Dino) Hunt: Back Alley Spook (Altissia, Maagho) Collectible: Daurell Caverns, Steyliff Grove Enemy drop: Hobgoblin – dungeon variant (3%)	2,000
Sapphire Bracelet	Strength +45	Sidequest: Reliable Royalty (Dino) Hunter Rank 3 reward Collectible: Daurell Caverns, Steyliff Grove (go down the elevator on the first floor once the rockfall is removed), Malmalam Thicket, Pitioss Ruins Enemy drop: Hobgoblin – dungeon variant (3%) Justice Monsters Five	-

Accessories: Overview (Continued)

NAME	NOTES	AVAILABILITY	PRICE (GIL)
Ruby Bracelet	Strength +50	Sidequest: No Pain, No Gem (Dino) Hunt: Serpent of the Abyss (Hammerhead) Collectible: Balouve Mines, Verinas Mart, The Rock of Ravatogh, Pitioss Ruins Justice Monsters Five	-
Emerald Bracelet	Strength +60	Sidequest: A Treasure Beyond Measure (Dino) Hunt: A Wall in Our Way (Meldacio Hunter HQ) Collectible: Balouve Mines, Pitioss Ruins, Keycatrich Trench maze (Chapter 15) Justice Monsters Five	-
Diamond Bracelet	Strength +70	Mini-game: Totomostro Collectible: Schier Heights (Chapter 15); Fociaugh Hollow maze (Chapter 15), Keycatrich Trench maze (Chapter 15) Hunter Rank 7 reward	-
Blue Diamond Bracelet	Strength +80	Training: Final Trial Collectible: Costlemark Tower maze, Crestholm Channels maze (both Chapter 15) Justice Monsters Five	-
Dark Matter Bracelet	Strength +100	Hunter Rank 10 reward Collectible: Costlemark Tower maze (Chapter 15) Justice Monsters Five	-
Soldier's Anklet	Vitality +30	Shop: Galdin Quay, Prairie Outpost Collectible: Pitioss Ruins	1,000
Warrior's Anklet	Vitality +35	Shop: Wiz Chocobo Post, Coernix Station – Cauthess Hunt: Beasts Wallow in the Wetlands (Coernix Station – Alstor) Collectible: Hammerhead, Pitioss Ruins Enemy drop: Garchimacera (3%)	1,500
Fencer's Anklet	Vitality +40	Shop: Taelpar Rest Area, Lestallum, imperial vendor outside Steyliff Grove in Chapter 07 Collectible: Galdin Quay, Wiz Chocobo Post Hunt: Stealers of Lives (Galdin Quay) Enemy drop: Ereshkigal (3%), Salpinx (3%), Alberich (3%)	2,000
Knight's Anklet	Vitality +45	Shop: Meldacio Hunter HQ, Verinas Mart, Altissia, Cartanica, Tenebrae, Gralea, Hammerhead (Chapter 14) Hunt: Acquit Not Evil (Lestallum, Thoroughfare) Collectible: Steyliff Grove, Pitioss Ruins Enemy drop: Gargoyle (3%), Ereshkigal – dungeon variant (3%)	2,500
Crusader's Anklet	Vitality +50	Hunt: King of the Great Escape (Altissia) Enemy drop: Foras (3%)	-
Champion's Anklet	Vitality +55	Collectible: Pitioss Ruins, Cauthess Rest Area region (Chapter 15) Enemy drop: Ziggurat (3%)	-
Emperor's Anklet	Vitality +60	Collectible: Daurell Caverns maze, Steyliff Grove maze, Balouve Mines maze (all Chapter 15)	-
Anklet of the Gods	Vitality +70	Collectible: Steyliff Grove maze, Crestholm Channels maze (both Chapter 15)	-
Amulet	Magic +60	Shop: Wiz Chocobo Post, Coernix Station – Cauthess Collectible: Galdin Quay	1,000
Angel Earring	Magic +70	Shop: Taelpar Rest Area, Lestallum, imperial vendor outside Steyliff Grove in Chapter 07 Enemy drop: Naga (8%), Kadru (8%)	1,500
Talisman	Magic +80	Shop: Meldacio Hunter HQ, Verinas Mart, Altissia, Cartanica, Tenebrae, Gralea, Hammerhead (Chapter 14) Collectible: Cauthess Rest Area, Steyliff Grove Enemy drop: Nagarani (4%), Mahanaga (8%)	2,000
Rune Earring	Magic +100	Hunt: Things from the Past (Cauthess Rest Area) Collectible: Insomnia, Pitioss Ruins, Keycatrich Trench maze (Chapter 15) Enemy drop: Serpentess (8%)	-
Circlet	Magic +150	Collectible: Balouve Mines, Meldacio Hunter HQ region (Chapter 15); Glacial Grotto maze (Chapter 15), Keycatrich Trench maze (Chapter 15)	-
Oracle Earring	Magic +200	Collectible: Daurell Caverns maze, Balouve Mines maze (both Chapter 15)	-
Mystic Circlet	Magic +250	Collectible: Costlemark Tower maze, Crestholm Channels maze (both Chapter 15)	-
Hypno Crown	Magic +300	Collectible: Costlemark Tower maze (Chapter 15)	-
Potpourri	Spirit +30	Shop: Galdin Quay, Prairie Outpost Collectible: Pitioss Ruins	500
White Sage	Spirit +35	Shop: Wiz Chocobo Post, Coernix Station – Cauthess Collectible: Pitioss Ruins Enemy drop: Mindflayer (3%)	1,200
Power Stone	Spirit +40	Shop: Taelpar Rest Area, Lestallum Collectible: Pitioss Ruins	2,000
Oracle Card	Spirit +45	Shop: Meldacio Hunter HQ, Altissia, Cartanica, Tenebrae, Gralea, Hammerhead (Chapter 14) Collectible: Fociaugh Hollow, Pitioss Ruins Enemy drop: Daemonwall (5%)	2,500
Pendulum	Spirit +50	Collectible: Pitioss Ruins	-

Accessories: Overview (Continued)

NAME	NOTES	AVAILABILITY	PRICE (GIL)
Lavender Oil	Spirit +55	Collectible: Fociaugh Hollow maze, Daurell Caverns maze (both Chapter 15) Enemy drop: Braindrainer and Mindflayer – dungeon variant (5%)	
Purified Salt	Spirit +60	Collectible: Steyliff Grove maze (Chapter 15)	-
Tarot Card	Spirit +70	Collectible: Costlemark Tower maze, Crestholm Channels maze (both Chapter 15)	
Assist Suit	Max HP +500; Strength +30; Vitality +20	Enemy drop: MA-X Maniple (5%)	
Magitek Suit	Max HP +1,000; Strength +70; Vitality +50	Enemy drop: MA-X Angelus-0 (95%)	-
Magitek Suit V2	Max HP +2,000; Strength +100; Vitality +70	Enemy drop: MA-X Angelus-0 (5%)	-
Star Pendant	Prevents Poison status	Shop: Lestallum Sidequest: The Professor's Protégé (Sania) Collectible: Fodina Caestino, Malmalam Thicket, Pitioss Ruins, Glacial Grotto maze (Chapter 15) Enemy drop: Wraith (3%)	3,000
Rainbow Pendant	Prevents Confusion status	Shop: Lestallum Sidequest: The Professor's Protégé – Yellow Frogs (Sania) Hunt: In the Drylands, It Rains Spines (Longwythe Rest Area) Collectible: Balouve Mines, Glacial Grotto maze (Chapter 15), Pitioss Ruins Enemy drop: Lich (3%), Necromancer (3%), Wraith (3%)	3,000
Moon Pendant	Prevents Toad status	Shop: Lestallum Sidequest: The Professor's Protégé – Gigantoad (Sania) Hunt: Exorcism of the Nebulawood (Wiz Chocobo Post) Collectible: Taelpar Rest Area, Malmalam Thicket, Pitioss Ruins, Fociaugh Hollow maze (Chapter 15) Enemy drop: Chadarnook (5%), Psychomancer (3%)	3,000
Earth Pendant	Prevents Stone status	Sidequest: The Professor's Protégé – Wyvern (Sania) Shop: Lestallum Hunt: Hunters of Secullum Pass (Taelpar Rest Area) Collectible: Fociaugh Hollow maze (Chapter 15) Enemy drop: Psychomancer – dungeon variant (3%)	-
Golden Hourglass	Prevents Stop status	Sidequest: The Professor's Protégé – Myrlwood Firefly (Sania) Shop: Lestallum Hunt: No Stopping the Great Stink (Lestallum, Thoroughfare) Collectible: Pitioss Ruins, Daurell Caverns maze (Chapter 15)	-
Safety Bit	Prevents Instant Death	Sidequest: The Professor's Protégé – Griffon (Sania) Hunt: Trembling Killer (Lestallum, Thoroughfare) Collectible: Gralea, Pitioss Ruins, Glacial Grotto maze (Chapter 15) Enemy drop: Mindflayer – dungeon variant (2%), Ronin/Aramusha/Yojimbo/Kengo/Ayakashi (1%)	-
Ribbon	Prevents all status ailments	Sidequest: The Frog of Legend (Sania) Hunt: Dead General Strikes Down the King (Lestallum, Thoroughfare) Alessio (trade in Oracle Ascension Coins)	-
Bulletproof Vest	Reduces ballistic damage by 10%	Shop: Wiz Chocobo Post, Lestallum, Coernix Station – Cauthess, Verinas Mart Enemy drop: Imperial Rifleman (1%), Imperial Sniper (1%), Battery Soldier (1%)	2,000
Bulletproof Suit	Reduces ballistic damage by 20%	Shop: Lestallum, Altissia Hunt: Serpent of Risorath Basin (Meldacio Hunter HQ) Collectible: Taelpar Rest Area, Gralea Enemy drop: Magitek Bannerman (1%)	5,000
Chobham Armor	Reduces ballistic damage by 30%	Collectible: Gralea, region to the south of Lestallum (Chapter 15) Enemy drop: MA Veles-bis (5%)	-
Fireproof Inners	Reduces Fire damage by 20%	Shop: Lestallum, Altissia Collectible: Pitioss Ruins	3,000
Fire Crest	Reduces Fire damage by 30%	Hunt: Old Denizens of the Woods (Taelpar Rest Area) Enemy drop: Imperial Rifleman (1%), Imperial Sniper (1%), Battery Soldier (1%) Collectible: Verinas Mart, Insomnia Enemy drop: Bomb (1%), Grenade (1%), Dolce (3%), Bavarois (2%) Alessio (trade in Oracle Ascension Coins)	-

Accessories: Overview (Continued)

NAME	NOTES	AVAILABILITY	PRICE (GIL)
Warm Inners	Reduces Ice damage by 20%	Shop: Lestallum, Altissia Collectible: Verinas Mart, Pitioss Ruins	3,000
Ice Crest	Reduces Ice damage by 30%	Hunt: Hunter HQ Line of Defense (Meldacio Hunter HQ) Enemy drop: Ice Bomb (1%), Cryonade (1%), Gelatin (2%), Marshmallow (2%) Alessio (trade in Oracle Ascension Coins)	-
Insulated Inners	Reduces Lightning damage by 20%	Shop: Lestallum, Altissia Hunt: Thunder in Them Thar Hills (Wiz Chocobo Post) Collectible: Pitioss Ruins	3,000
Lightning Crest	Reduces Lightning damage by 30%	Hunt: Off with Their Heads (Lestallum, Market) Enemy drop: Thunder Bomb (1%), Galvanade (1%), Custard (2%), Crème Brûlée (1%) Alessio (trade in Oracle Ascension Coins)	-
Anti-darkness Inners	Reduces Darkness damage by 20%	Hunt: A Fistful of Gil (Longwythe Rest Area) Collectible: Pitioss Ruins	-
Dark Crest	Reduces Darkness damage by 30%	Hunt: Bones Seek an Offering (Lestallum, Thoroughfare) Enemy drop: Black Flan (1%), Lakhmu Flan (2%), Matcha Mousse (3%), Hecteyes (1%) Alessio (trade in Oracle Ascension Coins)	-
Celestriad	Reduces Fire, Ice, and Lightning damage by 30%	Collectible: Costlemark Tower maze, Steyliff Grove maze (both Chapter 15) Justice Monsters Five	-
Mighty Guard	Reduces Fire, Ice, Lightning, and Darkness damage by 30%	Collectible: Crestholm Channels maze (Chapter 15) Alessio (trade in Oracle Ascension Coins)	-
Stone Wall	Reduces Fire, Ice, and ballistic damage by 30%	Alessio (trade in Oracle Ascension Coins)	-
Genji Gloves	Reduces Lightning, Darkness, and ballistic damage by 30%	Collectible: Pitioss Ruins	-
Tempered Shield	Max HP +800; Vitality +40	Collectible: Gralea Enemy drop: MA Veles-bis (5%)	-
Magitek Shield	Max HP +1000; Vitality +60	Collectible: Insomnia Enemy drop: MA Veles-bis (5%), MA-X Cuirass – Formouth Garrison (100%)	-
Towel	Prevents accumulation of dirtiness	Shop: Wiz Chocobo Post Hunt: Rulers of the Banks (Old Lestallum)	5,000
Handkerchief	Reduces accumulation rate of dirtiness by 66%	Shop: Wiz Chocobo Post Hunt: A Lost Painting (Altissia, Maagho)	1,000
White Sneakers	Doubles accumulation rate of dirtiness	Shop: Lestallum	1,000
Bandage	Prevents bloodstains	Shop: Lestallum	1,000
Styling Gel	Retains hairstyle	Shop: Lestallum	1,000
Moogle Charm	EXP +20%	Collectible: Daurell Caverns, Costlemark Tower, Pitioss Ruins, Daurell Caverns maze (Chapter 15) Justice Monsters Five	-
Field Medicine	Exclusive to Noctis; automatically uses potion when HP falls under 50%	Collectible: Daurell Caverns maze (Chapter 15)	-
Thieves' Way	Exclusive to Noctis; reduces MP consumption of phasing by 20%	Collectible: Fociaugh Hollow	-
Thieves' Way II	Exclusive to Noctis; reduces MP consumption of phasing by 40%	Collectible: Costlemark Tower	-
Auto-changer	Exclusive to Noctis; automatically switches to the next clockwise weapon after each attack or combo; Max HP +100; Strength +30; Vitality +30	Collectible: Crestholm Channels	-
Soul of Thamasa	Exclusive to Noctis; Max MP +30	Collectible: Costlemark Tower maze (Chapter 15)	-
Robe of the Lord	Exclusive to Noctis; MP Recovery Rate +25%	Collectible: Steyliff Grove maze (Chapter 15)	-
Applied Sorcery	Exclusive to Noctis; automatically uses an Ether when MP falls under 50%	Collectible: Costlemark Tower maze (Chapter 15)	-
Black Hood	Exclusive to Noctis; enables automatic phasing through attacks	Collectible: Pitioss Ruins	-
Friendship Band	Increases link-strike activation radius	Collectible: Balouve Mines, Glacial Grotto	-
Megaphone	Exclusive to Gladio; HP Recovery Rate +10% for the whole party	Collectible: The Myrlwood	-
Black Belt	Exclusive to Gladio; +50% damage to large enemies	Collectible: Glacial Grotto maze (Chapter 15)	-
The Good Chamberlain	Exclusive to Ignis; automatically uses a Hi-Potion on Noctis when his HP falls under 50%	Collectible: Fociaugh Hollow maze (Chapter 15)	-
The Grand Chamberlain	Exclusive to Ignis; automatically uses an Elixir on Noctis when his HP falls under 50%	Collectible: Fociaugh Hollow maze (Chapter 15)	-
Target Scope	Exclusive to Prompto; +50% damage to small enemies	Collectible: Crestholm Channels	-
Camera Strap	Exclusive to Prompto; +5 to max photos per day	Collectible: Wiz Chocobo Post, Steyliff Grove	-

FOOD

Meals can provide your party with tremendous benefits to combat parameters. They are available either by speaking to the proprietor of one of the numerous dining establishments across Lucis or by employing Ignis's cooking skill at campgrounds.

◇ **Restaurants** are an accessible source of buffs, but most of their affordable meals provide modest enhancements; higher-end dining options are usually sold at a premium that makes them prohibitively expensive for regular consumption.

◇ **Cooking** a recipe may require more legwork to acquire rare ingredients, but the subsequent boost is well worth the effort. This is especially true when you stop at a haven prior to confronting a particularly strong foe, where every advantage matters.

Food-based bonuses apply additively after all bonuses from gear are taken into consideration. In other words, these attribute improvements do not enjoy the percentage-based modifiers granted by certain types of attire.

Restaurant Meals

Eating at a restaurant costs Gil, which can prove very handy when you have extra cash on hand and are looking for a quick boost in combat. Some of the higher-end recipes are almost prohibitively expensive, but confer very powerful effects.

If availability of resources is taken out of the equation, there are two primary drawbacks to dining out when compared against a regular cooking regimen at havens. The first is that effects from restaurant food have a fixed duration of 24 in-game hours. The second is that you are obviously restricted to certain dining locations if you are seeking specific effects.

Given that all effects from restaurant food are also obtainable through cooking, it is to your benefit to invest steadily in the latter. You should rely on restaurants less as you progress through the story, except for instances where it will help to complete short-term tasks in the immediate area. That said, Ignis learns many recipes by eating at restaurants – so trying all dishes marked with an asterisk once is an excellent way to extend your ally's culinary repertoire.

Restaurant Meals: Overview

NAME	EFFECTS	PRICE (GIL)	RESTAURANT
Chili con Carne	◆Strength +20 ◆HP +50	50	Takka's Pit Stop (Hammerhead)
Leiden Jambalaya	◆Strength +150 ◆HP +200 ◆HP Recovery Rate x1.25	750	Takka's Pit Stop (Hammerhead)
Hammerhead Hot Sandwich*	◆Strength +80 ◆HP +200	200	Takka's Pit Stop (Hammerhead); complete Takka's sidequest: Hunters and Gatherers
Sizzling Humongo-Steak*	◆Infinite Stamina ◆HP +1,000	3,500	Takka's Pit Stop (Hammerhead); complete Takka's sidequest: A Meat Most Magnificent
Jetty's	◆Prevents Poison ◆Prevents Toad	50	Various Crow's Nest Diners
Kenny's Fries	◆HP +300	150	Various Crow's Nest Diners
Kenny's Salmon	◆Strength +150 ◆Vitality +200	1,480	Various Crow's Nest Diners
Kenny's "Special" Salmon	◆Strength +400 ◆Magic +300 ◆Vitality +300	9,800	The Original Crow's Nest Diner (Old Lestallum)
Galdin Gratin	◆Strength/Magic +50, EXP +10% ◆HP +500	8,900	Mother of Pearl (Galdin Quay)
White Fish in Tomato Sauce	◆Strength +160 ◆HP +900 ◆Prevents Poison	2,800	Mother of Pearl (Galdin Quay)
Sea's Bounty Risotto	◆Strength +120 ◆HP +600 ◆HP Recovery Rate x1.25	1,800	Mother of Pearl (Galdin Quay)
Steamed Crab with Rock Salt	◆Blocks Fire/Ice/ Lightning	7,200	Mother of Pearl (Galdin Quay)
Tenebraen Berry Opera*	◆Magic +500/ Strength 0 ◆Critical hit rate +10%	17,500	Mother of Pearl (Galdin Quay); Complete Coctura's sidequest: Berried Memories
Gysahl Chips	◆HP +400	480	Wiz Chocobo Post

Restaurant Meals: Overview (Continued)

NAME	EFFECTS	PRICE (GIL)	RESTAURANT
Green Smoothie	◆Fire/Ice/Lightning Resistance +90%	160	Wiz Chocobo Post
Chocobo Club Sandwich	◆Strength +80 ◆HP +400 ◆Prevents Toad	980	Wiz Chocobo Post
Fat Chocobo Triple-Decker*	◆HP +400 ◆EXP +50%	1,200	Wiz Chocobo Post; Complete Wiz's sidequest: A Feathery Feast
Peanut Sauce Skewers	◆Strength +120 ◆HP +400	760	Lestallum, Surgate's Beanmine
Soup & Bread	◆Strength +150 ◆HP Recovery Rate x2	1,100	Lestallum, Surgate's Beanmine
Bird-Broth Rice with Curry*	◆Strength +80 ◆HP +250 ◆HP Recovery Rate x1.25	620	Lestallum, Surgate's Beanmine
Offal Stew*	◆Magic +200 ◆HP Recovery Rate x1.75	1,800	Lestallum Market, Tostwell Grill
Spicy Skewers*	◆+2% damage per level for level difference between attacker and higher-level target ◆Strength +350 ◆HP +1,000	9,800	Lestallum Market, Tostwell Grill
Roti and Curry Plate	◆Strength +120 ◆Magic +100 ◆HP +200	1,600	Lestallum Market, Tozus Counter
Soul Soup	◆Strength +120 ◆Spirit +200 ◆Fire Resistance +70%	1,280	Lestallum Market, Tozus Counter
Big Bread Buns	◆HP +600 ◆HP Recovery Rate x1.5	1,480	Lestallum Market, Tozus Counter

* Eating this dish unlocks a new recipe for Ignis.

Restaurant Meals: Overview (Continued)

NAME	EFFECTS	PRICE (GIL)	RESTAURANT
Mama Ezma's Meat Pie*	◆Strength +150 ◆Magic +150 ◆HP +500	1,980	Meldacio Hunter HQ
Meat & Onion Skewers*	◆Strength +200 ◆HP +800	2,850	Meldacio Hunter HQ
Hunters' Ragout*	◆Strength +350 ◆HP +1500	4,200	Meldacio Hunter HQ
Verinas Spuds	◆HP +300	150	Verinas Mart – Ravatogh
Tender Bird Fritters	◆Strength +120 ◆HP +400 ◆Fire Resistance +50%	980	Verinas Mart – Ravatogh
Smoked Dualhorn Shank*	◆Strength +400 ◆HP +1,000 ◆Infinite Stamina	6,800	Verinas Mart – Ravatogh

Restaurant Meals: Overview (Continued)

NAME	EFFECTS	PRICE (GIL)	RESTAURANT
Fettini di Cernia*	◆Strength +300 ◆HP +1,000 ◆Prevents Instant Death	4,800	Maagho
Maagho Lasagna	◆HP +4,000 ◆EXP +100% ◆Blocks Fire/Ice/ Lightning	80,000	Maagho
Fine Caviar Canapé*	◆Strength/Magic +75, EXP +50%	300,000	Maagho
Wood-Smoked Fish*	◆HP +1,500 ◆Prevents Toad ◆Lightning Resistance +50	3,800	Maagho
Set Dinner Course	◆HP +500	500	Train restaurant

* Eating this dish unlocks a new recipe for Ignis.

Cooked Meals

You (or, more accurately, Ignis) can only cook a meal while making camp at a haven. To prepare a dish, you need two basic resources: ingredients and a recipe.

Ingredients

There are various ways to source ingredients in the game. You can purchase some of them outright, farm them from enemies, pick them up as collectibles, or obtain them by fishing. All methods of acquisition for each ingredient are detailed in the accompanying table.

In addition to their use in cooking recipes, ingredients can also serve as catalysts when crafting spells – for example, providing potent added effects, increasing a spell's power, or even leading to the creation of free duplicates. Refer to our section dedicated to Elemancy on page 274 for details.

Ingredients: Overview

NAME	AVAILABILITY	AVAILABILITY: DETAILS	BUY PRICE	SELL PRICE
Sahagin Liver	Enemy drop	Alphagin (50%)	-	400
Kujata Marrow	Shop	Furloch Farms (Lestallum)	2,700	1,350
	Enemy drop	Molokujata (75%)		
Arapaima Roe	Shop	Gamberetto's Catch (Altissia)	100,000	50,000
	Mini-game	Totomostro		
Birdbeast Egg	Shop	Mini-mart (Hammerhead), Aldare's (Galdin Quay), JM Market (Prairie Outpost), Kiosk (Wiz Chocobo Post), Fallstar Foods (Lestallum), JM Market (Old Lestallum)	20	10
	Collectible	Common		
Giant Trevally Fillet	Shop	JM Market (Cape Caem), Gamberetto's Catch (Altissia)	100	50
	Mini-game	Fishing		
Trout Fillet	Shop	JM Market (Cape Caem), Gamberetto's Catch (Altissia)	240	120
	Mini-game	Fishing		
Nebula Salmon Fillet	Shop	Gamberetto's Catch (Altissia)	560	280
	Mini-game	Fishing		
Tide Grouper Fillet	Shop	JM Market (Cape Caem)	2,200	1,100
	Mini-game	Fishing		
Sea Bass Fillet	Shop	Gamberetto's Catch (Altissia)	1,380	690
	Mini-game	Fishing		
Platinum Myrltrout Fillet	Shop	Gamberetto's Catch (Altissia)	3,900	1,950
	Mini-game	Fishing		
Barramundi Fillet	Shop	JM Market (Cape Caem), Gamberetto's Catch (Altissia)	300	150
	Mini-game	Fishing		
Vesper Gar Fillet	Mini-game	Fishing	-	1,800

Ingredients: Overview (Continued)

NAME	AVAILABILITY	AVAILABILITY: DETAILS	BUY PRICE	SELL PRICE
Ulwaat Berries	Shop	Old Gobunant's Boat (Altissia)	4,000	2,000
	Cape Caem Farm	Trade in two Caem Carrots		
Cleigne Wheat	Sidequest	Hunters and Gatherers, Emergency Delivery (Takka)	100	50
	Shop	JM Market (Longwythe Rest Area), Prissock General Store (Lestallum)		
Fine Cleigne Wheat	Sidequest	Berried Memories (Coctura)	980	490
	Shop	Furloch Farms (Lestallum), JM Market (Old Lestallum), Old Gobunant's Boat (Altissia)		
Saxham Rice	Sidequest	Emergency Delivery, Lestallum's Finest (Takka)	200	100
	Shop	Furloch Farms (Lestallum), JM Market (Old Lestallum), JM Market (Cape Caem), Old Gobunant's Boat (Altissia)		
Gighee Ham	Sidequest	Scenic Delivery (Takka)	30	15
	Shop	Mini-mart (Hammerhead), Aldare's (Galdin Quay), JM Market (Prairie Outpost), Kiosk (Wiz Chocobo Post), Fallstar Foods (Lestallum), JM Market (Old Lestallum)		
Garula Sirloin	Shop	Kiosk (Wiz Chocobo Post), Fallstar Foods (Lestallum), JM Market (Old Lestallum), Parvinath General Store (Meldacio Hunter HQ)	120	60
	Enemy drop	Garula, Green Garula (75%); for Garulet (50%)		
Anak Meat	Shop	JM Market (Longwythe Rest Area), Kiosk (Wiz Chocobo Post), Fallstar Foods (Lestallum), JM Market (Old Lestallum), Parvinath General Store (Meldacio Hunter HQ)	80	40
	Enemy drop	Anak (50%); Anak Stag (25%)		
Dualhorn Steak	Shop	Fallstar Foods (Lestallum), Parvinath General Store (Meldacio Hunter HQ)	160	80
	Sidequest	Hunters and Gatherers (Takka)		
	Enemy drop	Dualhorn (75%)		
Behemoth Tenderloin	Shop	Furloch Farms (Lestallum), Parvinath General Store (Meldacio Hunter HQ)	3,200	1,600
	Enemy drop	Deadeye, Behemoth Tyrant, Rogue Behemoth (100%)		
Chickatrice Leg	Enemy drop	Chickatrice (75%)	-	120
Fine Gighee Ham	Shop	Prissock General Store (Lestallum), Old Gobunant's Boat (Altissia)	400	200

Ingredients: Overview (Continued)

NAME	AVAILABILITY	AVAILABILITY: DETAILS	BUY PRICE	SELL PRICE
Catoblepas Brisket	Enemy drop	Catoblepas (50%)	-	600
Jabberwock Sirloin	Shop	Parvinath General Store (Meldacio Hunter HQ)	5,200	2,600
	Enemy drop	Jabberwock (50%)		
Leukorn Steak	Enemy drop	Leukorn (50%)	-	250
Griffon Breast	Sidequest	Lestallum's Finest (Takka)	3,200	1,600
	Shop	Prissock General Store (Lestallum)		
	Enemy drop	Griffon (75%), Griffon – hunt (15%)		
Zu Tender	Shop	Furloch Farms (Lestallum), Parvinath General Store (Meldacio Hunter HQ)	4,800	2,400
	Enemy drop	Zu (25%)		
Midgardsormr Shank	Shop	Prissock General Store (Lestallum)	2,400	1,200
	Enemy drop	Midgardsormr, Grootslang (50%)		
Daggerquill Breast	Enemy drop	Daggerquill (50%)	-	30
Cup Noodles	Shop	Cup Noodles Wagon (Lestallum)	220	110
Cleigne Mollusk	Shop	JM Market (Cape Caem), Gamberetto's Catch (Altissia)	400	200
	Collectible	Old Lestallum region		
Caem Pinkshrimp	Shop	JM Market (Cape Caem), Gamberetto's Catch (Altissia)	150	75
Cleigne Darkshell	Shop	JM Market (Cape Caem), Gamberetto's Catch (Altissia)	320	160
	Collectible	Old Lestallum region		
Leiden Pepper	Sidequest	Hunters and Gatherers, Everyone Loves Beans (Takka)	20	10
	Shop	Mini-mart (Hammerhead), JM Market (Longwythe Rest Area), JM Market (Prairie Outpost), Kiosk (Wiz Chocobo Post), Fallstar Foods (Lestallum), JM Market (Old Lestallum), Parvinath General Store (Meldacio Hunter HQ), Old Gobunant's Boat (Altissia)		
	Collectible	Common in Leide		
Sheep Milk	Sidequest	Scenic Delivery (Takka)	10	5
	Shop	Mini-mart (Hammerhead), JM Market (Prairie Outpost), Kiosk (Wiz Chocobo Post), Fallstar Foods (Lestallum)		
Schier Turmeric	Sidequest	Lestallum's Finest (Takka)	250	125
	Shop	Prissock General Store (Old Lestallum), JM Market (Old Lestallum), Old Gobunant's Boat (Altissia)		
	Collectible	Common in Duscae and Cleigne		
Hulldagh Nutmeg	Sidequest	Everyone Loves Beans (Takka)	600	300
	Shop	Prissock General Store (Old Lestallum), JM Market (Old Lestallum), Old Gobunant's Boat (Altissia)		
	Collectible	Taelpar Rest Area region		
Leiden Sweet Potato	Sidequest	Berried Memories (Coctura)	-	80
	Collectible	Longwythe Rest Area region		
Smoking Wood	Shop	Prissock General Store (Lestallum)	310	155
	Collectible	Taelpar Rest Area region		
Tenebraen Oak	Shop	Gamberetto's Catch (Altissia)	700	350
	Collectible	Old Lestallum region		
Kettier Ginger	Sidequest	A Meat Most Magnificent (Takka)	600	300
	Shop	Furloch Farms (Lestallum)		
	Collectible	Verinas Mart – Ravatogh region		
Allural Shallot	Sidequest	A Meat Most Magnificent (Takka)	800	400
	Shop	Furloch Farms (Lestallum)		
	Collectible	Daurell Caverns		
Aegir Root	Collectible	Galdin Quay region	-	10
Alstroom	Shop	JM Market (Old Lestallum)	200	100
	Collectible	Coernix Station – Alstor region		
Lucian Tomato	Shop	JM Market (Longwythe Rest Area), Aldare's (Galdin Quay), JM Market (Prairie Outpost), Kiosk (Wiz Chocobo Post), Fallstar Foods (Lestallum)	200	100
Wild Onion	Shop	JM Market (Longwythe Rest Area), Aldare's (Galdin Quay), Kiosk (Wiz Chocobo Post), Fallstar Foods (Lestallum)	100	50
	Collectible	Wiz Chocobo Post and Cauthess Rest Area region		

Ingredients: Overview (Continued)

NAME	AVAILABILITY	AVAILABILITY: DETAILS	BUY PRICE	SELL PRICE
Killer Tomato	Sidequest	Emergency Delivery, Everyone Loves Beans (Takka)	500	250
	Shop	Fallstar Foods (Lestallum), Old Gobunant's Boat (Altissia)		
Leiden Potato	Sidequest	Scenic Delivery (Takka)	40	20
	Shop	Mini-mart (Hammerhead), JM Market (Prairie Outpost), Kiosk (Wiz Chocobo Post), Fallstar Foods (Lestallum)		
	Collectible	Longwythe Rest Area region		
Eos Green Peas	Collectible	Common in Leide	-	15
Funguar	Shop	Mini-mart (Hammerhead), JM Market (Prairie Outpost), Kiosk (Wiz Chocobo Post), Fallstar Foods (Lestallum), JM Market (Old Lestallum)	80	40
	Sidequest	Scenic Delivery (Takka)		
	Collectible	Galdin Quay region		
Vesproom	Shop	JM Market (Old Lestallum)	300	150
	Collectible	Meldacio Hunter HQ region		
Malmashroom	Shop	Prissock General Store (Lestallum), JM Market (Old Lestallum)	1,000	500
	Collectible	Malmalam Thicket		

Recipes

As you progress through the game, Ignis can learn many different recipes for foods that provide a wide range of bonuses to your party.

In the following table, we document all recipes in the game and provide the following information:

- ◇ **Ingredients Required:** The ingredients necessary for Ignis to cook a dish (with an asterisk highlighting those that cannot be purchased).
- ◇ **Effects:** The list of the effects conferred by the dish.
- ◇ **Skill Points:** The amount of SP that Ignis earns for cooking the dish.
- ◇ **Learning Condition:** The details of how Ignis can learn a recipe.
- ◇ **Favorite Food:** A small sprite appearing next to an entry indicates when a dish is a character's favorite food (see box-out).

To gain skill points (SP) efficiently, you must regularly cook food that requires ingredients; recipes that do not use raw ingredients make negligible contributions to skill advancement. Investment of resources into cooking is its own reward, leading Ignis to learn new recipes, as revealed in the following table.

Recipes: Overview

NAME	INGREDIENTS REQUIRED	EFFECTS	SP	LEARNING CONDITION
Flame-Roasted Toast	-	◆Strength +10	1	Default
Toasty Rice Balls	-	◆HP +50	1	Default
Chilled Food Tin	-	◆HP +100 ◆Strength +30	1	Default (Chapter 10)
Croque Madame	◆Birdbeast Egg ◆Gighee Ham	◆Strength +30	40	Default
Veggie Medley Stew	◆Leiden Potato ◆Sheep Milk ◆Funguar	◆Strength +20 ◆HP +150	40	Default
Prairie-Style Skewers	◆Anak Meat ◆Leiden Pepper	◆Strength +40 ◆HP +200	50	Cooking skill lv. 2
Oil-Drizzled Steamed Fish	◆Giant Trevally Fillet ◆Wild Onion	◆Strength +60 ◆HP +200 ◆Magic +50	50	Cooking skill lv. 3
Breaded Cutlet with Tomato	◆Anak Meat ◆Lucian Tomato	◆Strength +60 ◆HP +250	50	Cooking skill lv. 4
Creamy Fowl Sauté	◆Daggerquill Breast* ◆Sheep Milk ◆Funguar	◆Strength +80 ◆HP +400 ◆Prevents Poison	60	Cooking skill lv. 5
Fluffy Chiffon Cake	◆Leiden Sweet Potato* ◆Cleigne Wheat	◆Vitality +200 ◆Spirit +200 ◆HP +1,000	60	Cooking skill lv. 6

Recipes: Overview (Continued)

NAME	INGREDIENTS REQUIRED	EFFECTS	SP	LEARNING CONDITION
Robust Bean Soup	◆Eos Green Peas* ◆Leiden Pepper ◆Killer Tomato	◆HP +600 ◆HP Recovery Rate x1.5 ◆Tech Boost +100%	60	Cooking skill lv. 7
Creamy Milk Risotto	◆Malmashroom ◆Saxham Rice ◆Sheep Milk	◆HP +600 ◆HP Recovery Rate x1.75 ◆Prevents Toad	70	Cooking skill lv. 8
Lasagna al Forno	◆Jabberwock Sirloin ◆Cleigne Darkshell ◆Fine Cleigne Wheat	◆HP +4,000 ◆EXP +100% ◆Blocks Fire/Ice/Lightning	90	Cooking skill lv. 9
Gold Tail Soup	◆Kujata Marrow ◆Platinum Myrltrout Fillet ◆Allural Shallot	◆100% Critical Rate ◆HP Recovery Rate x2.5	90	Cooking skill lv. 10
Grease Monkey's Schnitzel Sandwich	◆Garula Sirloin ◆Cleigne Wheat	◆Strength +80 ◆HP +200	50	Eat "Hammerhead Hot Sandwich" at Hammerhead
Thick 'n' Juicy Steak	◆Catoblepas Brisket* ◆Kettier Ginger	◆Infinite Stamina ◆HP +1000	80	Eat "Sizzling Humongo-Steak" at Hammerhead
Peppery Daggerquill Rice	◆Daggerquill Breast* ◆Saxham Rice ◆Leiden Pepper	◆Strength +80 ◆HP +250	60	Eat "Bird-Broth Rice with Curry" in Lestallum
Lestallum Stewed Tripe	◆Sahagin Liver* ◆Hulldagh Nutmeg ◆Killer Tomato	◆Magic +200 ◆HP Recovery Rate x1.75	70	Eat "Offal Stew" in Lestallum
Seasoned Midgardsormr	◆Midgardsormr Shank ◆Hulldagh Nutmeg ◆Killer Tomato	◆+2% damage per level for level difference between attacker and higher-level target ◆Strength +350 ◆HP +1,000	90	Eat "Spicy Skewers" in Lestallum
Cup Noodles	◆Cup Noodles	◆Strength +30 ◆HP +300	1	Approach the Cup Noodles Wagon in Lestallum
Cup Noodles (real taste)	◆Cup Noodles	◆Strength +80 ◆HP +500 ◆EXP +20%	1	Sidequest: The Perfect Cup (Gladio)
Fisherman's Favorite Risotto	◆Cleigne Mollusk ◆Caem Pinkshrimp ◆Saxham Rice	◆Strength +120 ◆HP Recovery Rate x1.25 ◆HP +600	70	Sidequest: Kitty Catering (Cat)
Memory Lane Cake	◆Leiden Sweet Potato* ◆Fine Cleigne Wheat ◆Ulwaat Berries	◆Magic +500/ Strength 0	100	Sidequest: Berried Memories (Coctura)
Meldacio Meat Pie	◆Leukorn Steak ◆Dualhorn Steak ◆Cleigne Wheat	◆Strength +150 ◆Magic +100 ◆HP +500	70	Eat "Mama Ezma's Meat Pie" at Meldacio Hunter HQ
Hunters' Krazy Kebabs	◆Catoblepas Brisket* ◆Wild Onion	◆Strength +200 ◆HP +800	80	Eat "Meat & Onion Skewers" at Meldacio Hunter HQ
King's Stew	◆Behemoth Tenderloin ◆Griffon Breast ◆Kujata Marrow	◆Strength +350 ◆HP +1500	90	Eat "Hunters' Ragout" at Meldacio Hunter HQ
Stacked Ham Sandwich	◆Garula Sirloin ◆Fine Gighee Ham ◆Aegir Root*	◆HP +200 ◆EXP +50%	60	Eat "Fat Chocobo Triple-Decker" at Wiz Chocobo Post
Smoked Behemoth	◆Behemoth Tenderloin ◆Hulldagh Nutmeg ◆Smoking Wood	◆Strength +400 ◆HP +1,000 ◆Infinite Stamina	90	Eat "Smoked Dualhorn Shank" at Verinas Mart – Ravatogh
Tide Grouper Carpaccio	◆Tide Grouper Fillet ◆Aegir Root*	◆Strength +300 ◆HP +1,000 ◆Prevents Instant Death	90	Eat "Fettini di Cemia" in Altissia
Sea Bass Sauté	◆Sea Bass Fillet* ◆Tenebraen Oak	◆HP +1,500 ◆Prevents Toad ◆Ice Resistance +50	80	Eat "Wood-Smoked Fish" in Altissia
Royal Banquet Canapé	◆Arapaima Roe ◆Kettier Ginger ◆Allural Shallot	◆Strength/Magic +75 ◆EXP +50%	120	Eat "Fine Caviar Canapé" in Altissia

Recipes: Overview (Continued)

NAME	INGREDIENTS REQUIRED	EFFECTS	SP	LEARNING CONDITION
Mother & Child Rice Bowl	◆Chickatrice Leg* ◆Birdbeast Egg ◆Saxham Rice	◆HP +1,000 ◆EXP +30% ◆Drop Rate +50%	70	Watch a woman eat this dish on a table near Lestallum's lookout
Skewered Wild Trout	◆Trout Fillet ◆Leiden Pepper	◆Strength +150 ◆HP +800 ◆Prevents Toad	70	Catch a Rainbow Trout
Excellent Oven-Roasted Trout	◆Platinum Myrltrout Fillet ◆Allural Shallot	◆Strength +350 ◆HP +2,000 ◆Fire Resistance +50	100	Catch a Platinum Myrltrout
Grilled Wild Barramundi	◆Barramundi Fillet ◆Schier Turmeric	◆Strength +80 ◆HP +500	60	Catch a Crag Barramundi
Nebula Salmon Teriyaki	◆Nebula Salmon Fillet* ◆Hulldagh Nutmeg	◆Strength +150 ◆Magic +150 ◆HP +600	90	Catch a Nebula Salmon
Legendary Herb-Grilled Whopper	◆Vesper Gar Fillet* ◆Schier Turmeric ◆Leiden Pepper	◆Strength +500/ Magic 0	90	Catch a Vesper Gar
Dry-Aged Tender Roast Stew	◆Garula Sirloin ◆Leiden Potato ◆Lucian Tomato	◆Strength +80 ◆HP +250	50	Unlocked after your first Garula Sirloin drop
Crispy Zu Skewers	◆Zu Tender ◆Fine Cleigne Wheat	◆HP +250 ◆Critical Rate +20%	100	Unlocked after your first Zu Tender drop
Spicy Long-Bone Rib Steak	◆Dualhorn Steak ◆Leiden Pepper	◆Strength +50 ◆HP +200	50	Unlocked after your first Dualhorn Steak drop
Packed Mushroom Stew	◆Alstroom ◆Vesproom	◆Strength/Magic +200 ◆Max HP reduced to 10%	70	Unlocked after collecting your first Vesproom
Three-Mushroom Kebabs	◆Alstroom ◆Vesproom ◆Malmashroom	◆Strength +150 ◆HP +800 ◆Prevents most status ailments	80	Unlocked after collecting your first Malmashroom
Crown City Roast	◆Jabberwock Sirloin ◆Leiden Pepper	◆Strength +400 ◆HP +3,000	90	Unlocked after your first Jabberwock Sirloin drop
Royal Road Paella	◆Cleigne Mollusk ◆Cleigne Darkshell ◆Saxham Rice	◆Strength +150 ◆HP +1,000 ◆Infinite Stamina	80	Unlocked when you see the corresponding magazine cover (inside a small wooden building to the east of Coernix Station – Cauthess)
Hearty Cutlet on Rice	◆Griffon Breast ◆Fine Cleigne Wheat ◆Saxham Rice	◆Strength +250 ◆HP +1,500	90	Unlocked when you see the corresponding magazine cover (under the road bridge, directly south of the Vesperpool)
Crispy Cheese Pizza	-	◆Strength +100 ◆Infinite Stamina ◆Prevents Poison	1	Pre-order bonus

* Ingredients that cannot be purchased.

Favorite Food

When your party members eat one of their favorite foods, they enjoy specific bonuses.

- A favorite food for Noctis speeds up the fill rate of the tech bar by 100%.
- A favorite food for an ally doubles their leveling rate for any techniques used. It also guarantees critical hits when techniques are deployed.



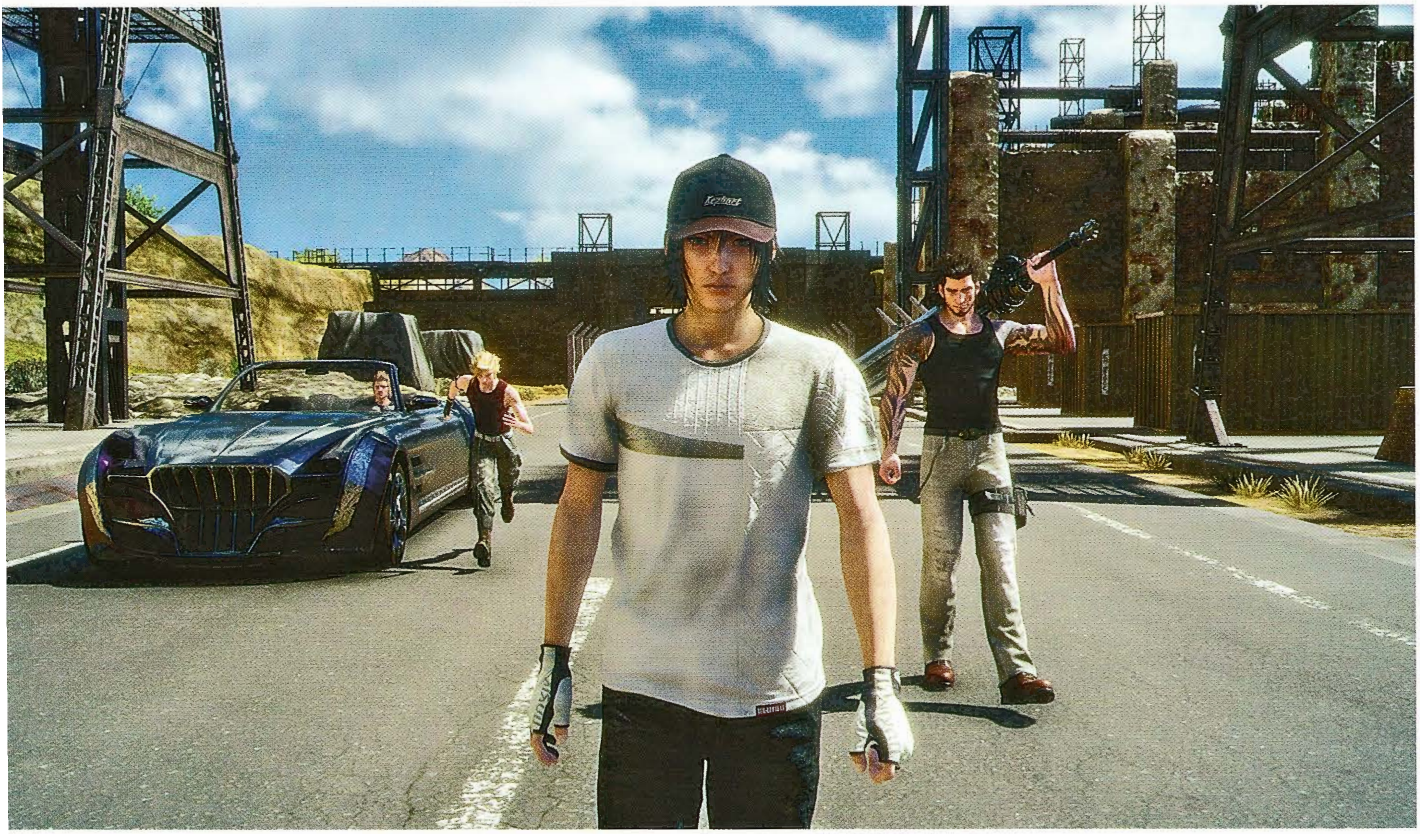
Noctis Gladiolus Ignis Prompto

ATTIRE

Noctis and his friends unlock a selection of different outfits as you progress through the story. Attribute bonuses granted by attire are percentage-based, therefore retaining their utility throughout the game: the effects are applied to your parameters after all additions from weapons and accessories have been calculated. The Casual Outfit line also offers a situational tactical advantage, protecting the party from a number of debilitating status ailments.

Attire: Overview

WEARER	NAME	EFFECT	UNLOCK CONDITION
Noctis	**Prince's Fatigues**	Max HP +20%	Default
	Prince's Fatigues (No Jacket)	Strength/Magic +20%	Default
	Casual Outfit	Prevents Mollified, Disenchanted, Burnt, Frozen, and Shocked statuses	Default
	Casual Outfit (No Jacket)	Critical Rate +20%	Default
	Kingly Raiment	Vitality/Spirit +30%	Main Quest: Reunion and Recovery
	Kingly Raiment (No Jacket)	HP Recovery Rate +3%; MP Recovery Rate +6%	Main Quest: Reunion and Recovery
	Royal Raiment	Max HP +25%; Max MP +25%	Pre-order bonus
	Royal Raiment (No Jacket)	Magic +30%; Infinite Stamina	Pre-order bonus
	Thermal Suit	Max HP +20%; Blocks Fire damage and Burnt status	Only during "A Precious Source of Power" (main quest) and hunts occurring inside the power plant
Allies	**Crownsguard Fatigues**	Max HP +20%	Default
	Crownsguard Fatigues (No Jacket)	Strength/Magic +20%	Default
	Casual Outfit	Prevents Mollified, Disenchanted, Burnt, Frozen, and Shocked statuses	Default
	Casual Outfit (No Jacket)	Critical Rate +20%	Default
	Kingsglaive Garb	Vitality/Spirit +30%	Main Quest: Reunion and Recovery
	Kingsglaive Garb (No Jacket)	HP Recovery Rate +3%	Main Quest: Reunion and Recovery
	Thermal Suit	Max HP +20%; Blocks Fire damage and Burnt status	Only during "A Precious Source of Power" (main quest) and hunts occurring inside the power plant



CONSUMABLES

Consumable items in *Final Fantasy XV* are plentiful. Most can be purchased in shops or collected throughout the world, and you should not hesitate to employ them in battle to sustain your offensive momentum or prevent an untimely defeat. To use consumables, press R2/RT and select the necessary entry in the menu. Note that all consumables also have interesting properties when used as catalysts in spell-crafting recipes – turn to page 274 for details.

Consumables: Overview

NAME	EFFECT	AVAILABILITY	PRICE (GIL)
Potion	Recover 50% of target's max HP; remove Danger status	Shop: common Collectible: in various outposts and dungeons Gladio's Survival skill: level 1-3 3% – Goblin, Reaper, Flan, Jumbo Flan; 8% – Arachne Justice Monsters Five Enemy drop: 8% – Tarantula, Kokyangwuti	50
Hi-Potion	Recover 100% of target's max HP; remove Danger status	Shop: common Sidequest: Gone Hunting (Dave) – x10 Collectible: in various outposts and dungeons Gladio's Survival skill: level 3-7 Enemy drop: 3% – Glamhoth, Snaga, Reaper (Lv. 34); 10% – Iron Giant, Gargantua Justice Monsters Five	100
Mega-Potion*	Recover 100% of max HP of all party members; remove Danger status	Sidequest: Dust to Dust (Dave) – x5 Gladio's Survival skill: level 8-10 Collectible: in various dungeons Enemy drop: 8% – Red Giant	-
Superior Restorative	+30% to target's HP Recovery Rate for 30 seconds	Collectible: Gralea Zegnautus Keep Enemy drop: 5% – Imperial Soldier, Imperial Trooper	-
Ether*	Recover 100% of max MP; removes Stasis	Shop: JM Market – Altissia; Cartanica; Tenebrae; Gralea Collectible: in various dungeons and mazes Gladio's Survival skill: level 4-7 Enemy drop: 5% – Ronin	100
Elixir	Restore 50% of lowered max HP and recover 100% of max HP and max MP; remove Danger status and Stasis	Shop: common Sidequest: Final Resting Plains (Dave) – x10 Gladio's Survival skill: level 5-10 Collectible: in various dungeons and mazes Item drop: 3% – Goblin (dungeon); 5% – Aramusha Kokyangwuti; 8% – Arachne, Ariadne, Deathclaw Justice Monsters Five	400
Hi-Elixir	Restore 100% of lowered max HP and recover 100% of max HP and max MP; remove Danger status and Stasis	Shop: common Sidequest: A Rocky End (Dave) – x10 Collectible: in various dungeons and mazes Gladio's Survival skill: level 6-10 Hunt: common Enemy drop: 5% – Iron Giant; 8% – Uttu, Chandravarma, Iseultalon Justice Monsters Five	800
Megalixir*	Restore 100% of lowered max HP and recover 100% of max HP and max MP for all party members; remove Danger status and Stasis	Sidequest: Mountains of Misfortune (Dave) – x5 Collectible: in various outposts, dungeons and mazes Gladio's Survival skill: level 9-10 Hunt: common Enemy drop: 1% – Ganymede (dungeon, hunt); 3% – Phalaris (dungeon), Behemoth King	-

Consumables: Overview (Continued)

NAME	EFFECT	AVAILABILITY	PRICE (GIL)
Phoenix Down	Revive downed target	Shop: common A Backwoods Burial (Dave), Washed Away (Dave) – x10 each Collectible: in various dungeons and mazes Gladio's Survival skill: level 7-10	1,000
Mega Phoenix*	Revive all downed party members	Collectible: in various outposts, dungeons and mazes Sidequest: The Witch of the Woods – x5 Hunt: common Justice Monsters Five	-
Antidote	Remove Poison status from target	Shop: common Gladio's Survival skill: level 1-4 Collectible: in various outposts	10
Gold Needle	Remove Stone status from target	Common in Cleigne and from Chapter 09 onward Collectible: Taelpar Rest Area, Lestallum, Old Lestallum, Altissia	50
Smelling Salts	Remove Confusion status from target	Common in Cleigne and from Chapter 09 onward Collectible: Cauthess Rest Area, Lestallum, Meldacio Hunter HQ, Altissia	50
Maiden's Kiss	Remove Toad status from target	Common in Cleigne and from Chapter 09 onward Collectible: Coernix Station – Cauthess, Lestallum, Cape Caem, Altissia	100
Remedy	Remove Poison, Stone, Confusion, and Toad statuses from target	Shop: JM Market – Altissia; Cartanica; Tenebrae; Gralea Gladio's Survival skill: level 2-6 Collectible: in various outposts	500
Power EX	Increase Strength of target by 100 for 120 seconds	Shop: Meldacio Hunter HQ – Parvinath General Store; JM Market – Caem, Altissia	500
Mettle VX	Increase Vitality of target by 100 for 120 seconds	Meldacio Hunter HQ – Parvinath General Store; JM Market – Caem, Altissia	500
Verve WX	Increase Magic of target by 100 for 120 seconds	Shop: Meldacio Hunter HQ – Parvinath General Store; JM Market – Caem, Altissia	500
Spirit ZX	Increase Spirit of target by 100 for 120 seconds	Shop: Meldacio Hunter HQ – Parvinath General Store; JM Market – Caem, Altissia	500
Muscle Stimulant	Increase Strength of target by 200 for 40 seconds	Collectible: imperial bases, Gralea Enemy drop: 3% – Eternal Trooper; 5% – Battery Soldier, Magitek Axeman, Armored Axeman, Imperial Spearman, Armored Assassin, Magitek Assassin	-
Flesh Fortifier	Increase Vitality of target by 200 for 40 seconds	Collectible: Gralea Enemy drop: 3% – Suicide Trooper; 10% – Magitek Bannerman	-
Reflex Enhancer*	Automatically evade attacks without input for 20 seconds	Collectible: imperial bases, Gralea Enemy drop: 3% – Rogue Axeman, Haywire Axeman; 5% – Imperial Rifleman, Imperial Sniper, Magitek Swordsman, Armored Swordsman	-
Magitek Booster*	Reduce MP consumption to zero for 20 seconds	Collectible: Gralea Enemy drop: 5% – Magitek Swordsman, Magitek Axeman	-
Moogle Plushie	Set moogle plushie on the field; the enemies around the plushie will target it	Iris: Lestallum (Chapter 08)	-

* Only available for Noctis.

TREASURES

As you progress through the game, you will gradually amass a collection of treasures – some through exploration, many by defeating enemies in battle – for which vendors will pay generous amounts of Gil. Not surprisingly, the more valuable items in this category are only obtainable from stronger opponents, or drop as a result of breaking enemy appendages. Note that certain weapons (such as the Hardedge Greatsword) provide a massive boost to damage inflicted on appendages, which can be useful to know if you are seeking specific rewards by dicing your foes prior to defeating them.

Not all treasures are meant to be sold, however, as some are required to complete sidequests (we have marked these with an asterisk). This applies to the Repair Kit, for example, an item that enables you to complete the "broken car" missions (see page 120). Other treasures necessary for sidequests include those that Cid requests in order to upgrade some of your weapons (see page 148). This includes Rusted Bits and Metal Scraps.

Additionally, most treasures have potent properties when used as catalysts in spell-crafting recipes. You can find all the details from page 274 onwards, but don't be too swift to sell your most valuable pieces unless you are in dire need of cash. You will be amazed when you find out how treasures can turn raw elemental energy into devastating spells (which can be cast up to five times in a row rather than once only), or even free copies of these spells.

Treasures: Overview

NAME	AVAILABILITY	AVAILABILITY: DETAILS	SELL PRICE (GIL)
Metal Scrap*	Collectible	Common in Leide	25
Rusted Bit*	Collectible	Common	300
Iron Shavings	Collectible	Common	200
Shattered Timepiece	Collectible	Common in Cleigne	500
Chrome Bit	Collectible	In various dungeons	800
Fossil Shell	Collectible	Galdin Quay, Glacial Grotto, Fociaugh Hollow	25
Fossil Wood	Collectible	Common	1
Ammonite Fossil	Collectible	In various dungeons	400
Ancient Dragon Tooth	Collectible	Cauthess Rest Area, Fociaugh Hollow, Daurell Caverns, Meldacio Hunter HQ	800
Dragon Scales	Sidequest	Kitty Catering	600
Mythril Shaft	Collectible	In various dungeons	900
Sharp Bone	Collectible	Common in Leide	16
Strong Bone	Collectible	In various dungeons	200
Electrolytic Condenser	Collectible	Common in Leide	200
Laser Sensor	Collectible	Imperial bases, Gralea	500
	Enemy drop	30% – MA Veles (50% at Lv. 35); 95% – MA-X Maniple	
Dynamo*	Collectible	Callatein's Plunge (outside Glacial Grotto), Gralea, Insomnia	900
	Enemy drop	50% – MA Veles (50% at Lv. 35); 60% – MA Veles-Bis; 95% – MA Hoplomachus	
Magitek Core*	Collectible	Gralea, Insomnia	25,000
	Sidequest	Stealing the Past	
	Enemy drop	100% - MA-X DUX; 3% – MA-X Patria	
Star Shell	Collectible	Galdin Quay	210
Tiny Feather	Collectible	Common in Duscae	90
Giant Feather	Collectible	Hammerhead region, Verinas Mart – Ravatogh	180
Beetle Shell	Collectible	Meldacio Hunter HQ, Daurell Caverns	800
Building Stone	Collectible	Common in Duscae and Cleigne (south region)	50
Quality Building Stone	Collectible	Hammerhead region, Rock of Ravatogh	350
Splendid Building Stone	Collectible	Various dungeons	600
Old Book	Collectible	Lestallum	100
Broken Harmonica	Collectible	Lestallum, Deadeye's lair	600
Platinum Ingot	Skill	Gladio's Survival skill: level 7-10	10,000
Rare Coin	Collectible	Common in Cleigne	1,000
Mythril Ingot	Skill	Gladio's Survival skill: level 10	20,000
Glass Gemstone*	Collectible	Lestallum, Cape Caem, Rock of Ravatogh	1,100
Earth Gemstone*	Collectible	Common in Cleigne	1,500
Sky Gemstone*	Collectible	Tenebrae, various dungeon mazes (Chapter 15)	2,500
	Sidequest	A Feline Feast (Friendly Cat)	
Beautiful Bottle	Collectible	Common in Duscae	120
Debased Coin	Collectible	Common	150

Treasures: Overview (Continued)

NAME	AVAILABILITY	AVAILABILITY: DETAILS	SELL PRICE (GIL)
Debased Silverpiece	Collectible	Various outposts in Cleigne	600
Debased Banknote	Collectible	Common in Cleigne	500
Gralean Medal of Distinction	Collectible	East of Lestallum, Gralea	1,500
Imperial Medal of Honor	Collectible	Gralea	2,500
Magnetron*	Collectible	Gralea	1,500
	Enemy drop	5% – MA Hoplomachus	
Hydraulic Cylinder*	Collectible	North of Fort Vaullerey, Gralea	1,600
	Enemy drop	97% – MA-X Patria	
Wind-up Lord Vexxos	Mini-game	Justice Monsters Five	500,000
Hunter's Medal	Sidequest	Menace Beneath Lucis	50,000
Garula Tusk	Shop	Burbost Souvenir Emporium	140
	Enemy drop	Appendage: 100% – Garula, Green Garula	
Garula Fur	Enemy drop	75% – Garulessa	250
Great Garula Tusk	Mini-game	Totomostro	700
	Collectible	Coernix Station – Alstor region	
	Enemy drop	Appendage: 100% – Garulessa	
Hairy Horn	Enemy drop	Appendage: 100% – Dualhorn	190
Hardened Hoof	Enemy drop	100% – Bloodhorn, Ashenhorn, Grandhorn, Dualhorn (Lv. 23)	100
Giant Hairy Horn	Collectible	Galdin Quay region	1,400
	Enemy drop	Appendage: 100% – Ashenhorn; 75% – Grandhorn; 50% – Dualhorn (Lv. 23)	
Thick Hide	Enemy drop	100% – Aspidochelon	1,600
Worn Incisor	Enemy drop	Appendage: 100% – Aspidochelon	2,050
Coeurl Whiskers*	Enemy drop	50% – Coeurl; 100% – Elder Coeurl	1,500
	Mini-game	Totomostro	
Sabertusk Claw	Shop	Burbost Souvenir Emporium	90
	Enemy drop	50% – Sabertusk; 100% – Frekitusk, Alphatusk	
Curved Fang	Collectible	Longwythe Rest Area region	150
	Enemy drop	25% – Saberclaw	
Voretooth Bristles	Enemy drop	50% – Voretooth; 75% – Yellowtooth	120
Havocfang Hide	Enemy drop	50% – Havocfang	150
Scaled Skin	Shop	Burbost Souvenir Emporium	240
	Enemy drop	50% – Mushussu; 100% – Mushmahhu	
Barbed Poison Needle	Enemy drop	Appendage: 50% – Mushussu; 100% – Mushmahhu	1,250
Crimson Tongue	Enemy drop	50% – Megaloclaw, Falxfang	200
Hard Whiskers	Enemy drop	80% – Mesmenir; 60% – Magnanir	70
Mesmenir Horn	Shop	Burbost Souvenir Emporium	160
	Enemy drop	Appendage: 50% – Mesmenir; 100% – Magnanir	
Supple Tail	Enemy drop	75% – Spiracorn, Duplicorn	230
Crooked Helixhorn	Enemy drop	Appendage: 75% – Spiracorn	1,300

Treasures: Overview (Continued)

NAME	AVAILABILITY	AVAILABILITY: DETAILS	SELL PRICE (GIL)
Anak Fetlock	Shop	Burbost Souvenir Emporium	300
	Enemy drop	100% – Anaklaban, Anakadom; 75% – Anak Stag	
Anak Antlers	Shop	Burbost Souvenir Emporium	900
	Enemy drop	Appendage: 50% – Anak Stag	
Giant Curlhorn	Enemy drop	Appendage: 10% – Arba; 100% – Arbagadol	1,700
Sahagin Scale	Enemy drop	100% – Sahagin, Albinogin	450
Sharp Head Fin	Enemy drop	20% – Seadevil; 85% – Coraldevil	1,900
Slimy Oil	Enemy drop	75% – Gigantoad, Hekatontoad; 100% – Gaiatoad	210
Rough Scales	Enemy drop	75% – Gurangatch	250
Catoblepas Fang	Enemy drop	50% – Catoblepas	2,000
Curved Hollowhorn	Enemy drop	Appendage: 100% – Kujata	2,400
Cockatrice Tail Feathers	Enemy drop	100% – Cockatrice	1,100
Cockatrice Crest	Enemy drop	Appendage: 100% – Cockatrice	1,900
Basilisk Plumage	Enemy drop	85% – Basilisk	350
Insect Stinger	Enemy drop	75% – Killer Bee	150
Barbed Scythe*	Enemy drop	75% – Killer Wasp, Soldier Wasp	240
Behemoth Horn	Shop	Burbost Souvenir Emporium	2,500
	Collectible	Wiz Chocobo Post region, Deadeye's lair	
	Enemy drop	Appendage: 100% – Behemoth, Behemoth Tyrant, Deadeye, Rogue Behemoth, Behemoth King	
Griffon Feather	Enemy drop	25% – Griffon (15% – Hunt; 100% – dungeon)	2,600
Griffon Claw	Enemy drop	Appendage: 100% – Griffon	3,400
Bulette Carapace	Enemy drop	100% – Bulette	160
Shield Spike	Enemy drop	Appendage: 75% – Bulette	1,200
Malboro Eye	Enemy drop	100% – Malboro	1,400
Malboro Vine	Enemy drop	5% – Malboro Sprout, Malboro Brat	2,250
Monster Claw*	Enemy drop	100% – Bandersnatch	900
Monster Jaw	Enemy drop	Appendage: 75% – Bandersnatch	1,600
Greatsnake Scale	Enemy drop	50% – Midgardsormr; 100% – Hvitrormr	1,100
Greatsnake Crest	Enemy drop	Appendage: 25% – Midgardsormr; 100% – Hvitrormr	1,900
Centipede Legs	Collectible	Wiz Chocobo Post region	60
	Enemy drop	100% – Hundlegs (50% chance for x3)	
Centipede Jaw	Enemy drop	Appendage: 100% – Hundlegs	320
Prawn Antennae	Enemy drop	Appendage: 100% – Karlabos, Rogue Karlabos	700
Scorpion Stinger	Enemy drop	30% – Saphyrtail	190
Treant Branch	Enemy drop	80% – Treant (100% for hunt version)	800
Treant Trunk	Enemy drop	Appendage: 100% – Treant	1,600
Mandrake Flower	Enemy drop	25% – Mandrake	1,400
Wyvern Wing	Enemy drop	75% – Wyvern	1,600
Sharp Tail Feathers	Enemy drop	50% – Daggerquill; 25% – Dynoaevis	150
Thunderoc Feather	Enemy drop	75% – Thunderoc, Copperoc	700
Zu Beak	Enemy drop	75% – Zu	3,000
Dragon Horn	Enemy drop	Appendage: 25% – Jabberwock; 100% – Manxom	2,400
Scarlet Splinterbone	Enemy drop	Appendage: 100% – Quetzalcoatl	2,750
Great Anak Antlers	Enemy drop	Appendage: 50% – Anaklaban; 100% – Anakadom	1,900
Arba Spur	Enemy drop	25% – Arba; 100% – Arbagadol	290
Centipede Feet	Enemy drop	100% – Redlegs (50% chance for x3)	120
Centipede Teeth	Enemy drop	Appendage: 100% – Redlegs	800
Rough Shell	Enemy drop	75% – Karlabos	1,600
Fine Slimy Oil	Collectible	East of Lestallum	2,600
	Enemy drop	75% – Gaiatoad (Lv. 97)	
Sharp Bristles	Enemy drop	50% – Voretooth (Lv. 68); 75% – Voretooth (Lv. 72)	1,500
Enormous Stinger	Enemy drop	75% – Brutal Bee	360

Treasures: Overview (Continued)

NAME	AVAILABILITY	AVAILABILITY: DETAILS	SELL PRICE (GIL)
Deadly Stinger	Enemy drop	75% – Killer Queen	700
Strong Whiskers	Collectible	Taelpar Rest Area region	3,400
	Enemy drop	50% – Coeurl (dungeon), Elder Coeurl (dungeon)	
Giant Hoof	Enemy drop	100% – Kujata	650
Fearsome Hoof	Enemy drop	25% – Molokujata	3,500
Colorful Griffon Claw	Enemy drop	Appendage: 100% – Griffon (dungeon)	4,800
Translucent Skin	Enemy drop	75% – Quetzalcoatl; 100% – Quetzalcoatl (hunt), Mictlantecihuatl	600
Fine Tail Feathers	Enemy drop	100% – Kingatrice	1,650
Magnificent Tail Feathers	Enemy drop	100% – Kingatrice (Lv. 83)	2,450
Fine Crest	Enemy drop	Appendage: 100% – Kingatrice	2,400
Magnificent Crest	Enemy drop	Appendage: 100% – Kingatrice (dungeon)	3,400
Beautiful Hide	Enemy drop	50% – Havocfang (Lv. 93)	2,750
Big Scorpion Stinger	Enemy drop	75% – Reaperking	1,200
Scorpion Barb	Enemy drop	25% – Reapertail	40
Hard Scale	Enemy drop	50% – Alphagin	1,100
Cactuar Needle*	Enemy drop	100% – Slactuar	50
	Collectible	South of Lake Vesperpool	
Heavy Scale	Enemy drop	80% – Seadevil (dungeon), Coraldevil	2,000
Spiked Armor*	Enemy drop	Appendage: 75% – Skarnbulette	2,300
Hardened Hide	Enemy drop	100% – Manxom; 50% – Jabberwock	4,400
Jumbo Needle	Enemy drop	100% – Gigantuar	100
Sharp Scythe	Enemy drop	75% – Killer Wasp (dungeon)	1,500
Beautiful Plumage	Enemy drop	85% – Royalisk	2,350
Gorgeous Plumage	Enemy drop	85% – Royalisk (dungeon)	3,350
Tough Shell	Enemy drop	100% – Skarnbulette	900
Giant Crab Pincers	Collectible	Malmalam Thicket	375
	Enemy drop	50% – Shieldshears; 100% – Mightyshears	
Strong Pincers	Enemy drop	50% – Shieldshears (dungeon)	1,875
Small Beak	Enemy drop	75% – Regaltrice	400
Downy Feathers	Enemy drop	75% – Regaltrice (dungeon)	2,300
Dragon Claw	Enemy drop	100% – Wyvern (dungeon)	8,000
Drooping Whiskers	Enemy drop	100% – Jormungand	1,950
Divine Whiskers	Enemy drop	100% – Jormungand (dungeon)	4,950
Crab Carapace	Enemy drop	25% – Stoneshears; 50% – Rubyshears; 75% – Sparkshears	75
Sturdy Helixhorn*	Enemy drop	Appendage: 10% – Duplicorn; 75% – Leukorn	1,350
Rotten Splinterbone	Enemy drop	Appendage: 100% – Mictlantecihuatl	6,000
Large Hollowhorn	Enemy drop	Appendage: 100% – Molokujata, Phalaris (Randolph version)	4,000
Adamantite	Enemy drop	100% – Adamantoise	15,000
Repair Kit*	Shop	Hammerhead – Mini-mart; Coernix Stations (Alstor, Cauthess, Lestallum); Old Lestallum – JM Market	50
Bluegill Scale	Mini-game	Fishing	2
Bluegill Fin	Mini-game	Fishing	100
Catfish Barbel	Mini-game	Fishing	10
King Catfish Heart	Mini-game	Fishing	500
Jade Gar Mirrorscale	Mini-game	Fishing	2,500
Snakehead Teeth	Mini-game	Fishing	10
Snakehead Scales	Mini-game	Fishing	100
Alstor Bass Bones	Mini-game	Fishing	5
Phoenix Bass Bladder	Mini-game	Fishing	50
Arapaima Scales	Mini-game	Fishing	1,000
Barrelfish Scales	Mini-game	Fishing	2
Murk Grouper Eye	Mini-game	Fishing	1,000

* Required for sidequest completion

AUTO PARTS

Auto parts are items that enable you to modify the Regalia when you speak with Cindy at Hammerhead. Completing Cindy's quest line (see page 154) will introduce you to the basics of customization. You'll find more items in this category through exploration (mostly represented by a pickaxe icon), and buy some of them in stores. It is also possible to expand your car radio selection by purchasing music collections from merchants. In terms of palpable gameplay benefits, the most important subcategory here is the set of components that improve the performance and appearance of the Regalia. It is definitely worth your while to obtain these as soon as they become available.

Paint Pigment

NAME	AVAILABILITY	AVAILABILITY: DETAILS
Whitestone Shard	Collectible	Leide
Blackstone Shard	Collectible	Leide
Redstone Shard	Collectible	Leide
Bluestone Shard	Collectible	Leide
Greenstone Shard	Collectible	Leide
Yellowstone Shard	Collectible	Leide
Silver Dust	Collectible	Leide
Gold Dust	Collectible	Leide
Prismatic Dust	Collectible	Leide
Whitestone Ore	Collectible	Duscae
Blackstone Ore	Collectible	Duscae
Redstone Ore	Collectible	Duscae
Bluestone Ore	Collectible	Duscae
Greenstone Ore	Collectible	Duscae
Yellowstone Ore	Collectible	Duscae
Silver Shard	Collectible	Duscae
Gold Shard	Collectible	Duscae
Prismatic Shard	Collectible	Duscae
Whitestone Crystal	Collectible	Cleigne
Blackstone Crystal	Collectible	Cleigne
Redstone Crystal	Collectible	Cleigne
Bluestone Crystal	Collectible	Cleigne
Greenstone Crystal	Collectible	Cleigne
Yellowstone Crystal	Collectible	Cleigne
Silver Ore	Collectible	Cleigne
Gold Ore	Collectible	Cleigne
Prismatic Ore	Collectible	Cleigne

Color Sample Books

NAME	AVAILABILITY	AVAILABILITY: DETAILS	PRICE (GIL)
Basic Color Samples	Sidequest	The Ever Elegant Regalia (Cindy)	-
Advanced Color Samples	Shop	Hammerhead – Mini-mart	3,000
Expert Color Samples	Shop	Coernix Station – Lestallum	10,000
Mythic Color Samples	Mini-game	Totomostro	-

Decals and Stickers

NAME	AVAILABILITY	AVAILABILITY: DETAILS	PRICE (GIL)
Hammerhead	Sidequest	The Ever Elegant Regalia (Cindy)	-
2-Tone	Shop	JM Market – Longwythe	300
Fan Service	Shop	JM Market – Altissia	10,000
Pop Art	Shop	Wiz Chocobo Post – Post Kiosk	3,000
Beaux Arts	Shop	Hammerhead – Mini-mart	1,000
Abstractification	Shop	JM Market – Old Lestallum	6,000
Crownsguard	Collectible	Cape Caem	-
Armory on Wheels	Shop	Meldacio Hunter HQ – Parvinath General Store	6,000
The Beast	Shop	Galdin Quay – Aldare's	2,000
Guardians	Shop	JM Market – Altissia	8,000
Big Bang	Mini-game	Totomostro	-
Eos	Shop	Lestallum – Moatte's Odds 'n' Ends	8,000
Justice Monsters Five	Mini-game	Justice Monsters Five (app version)	-
Carbuncle	Shop	JM Market – Altissia	10,000
Cindymobile	DLC	Pre-order bonus	-
Gold Chocobo	DLC	Pre-order bonus	-
Platinum Leviathan	DLC	Pre-order bonus	-
16-Bit Buddies	DLC	Pre-order bonus	-
Racing Stripes I	Sidequest	The Ever Elegant Regalia (Cindy)	-
Racing Stripes II	Shop	Coernix Station – Alstor	500
Racing Stripes III	Shop	Coernix Station – Alstor	500
Racing Stripes IV	Shop	Galdin Quay – Aldare's	500
Racing Stripes V	Shop	Galdin Quay – Aldare's	500
Royal Stripes I	Shop	Burbost Souvenir Emporium	500
Royal Stripes II	Shop	Burbost Souvenir Emporium	500
Carbon Weave	Shop	Verinas Mart – Ravatogh	500
Check Pattern	Shop	Verinas Mart – Ravatogh	500
Flames I	Shop	Lestallum – Moatte's Odds 'n' Ends	500
Flames II	Shop	Lestallum – Moatte's Odds 'n' Ends	500
Flames III	Shop	Lestallum – Moatte's Odds 'n' Ends	500
Regalia Crest	Collectible	Cape Caem	-
Lucian King's Crest	Collectible	Cape Caem	-
Noctis Sticker	Caem Farm	Trade in 3 Caem Carrots	-
Gladio Sticker	Caem Farm	Trade in 3 Caem Carrots	-
Prompto Sticker	Caem Farm	Trade in 3 Caem Carrots	-
Ignis Sticker	Caem Farm	Trade in 3 Caem Carrots	-
Luna Sticker	Shop	JM Market – Altissia	3,000
Chocobo Sticker	Shop	Wiz Chocobo Post – Post Kiosk	1,500
Moogle Sticker	Shop	Wiz Chocobo Post – Post Kiosk	1,500
Cactuar Sticker	Shop	Wiz Chocobo Post – Post Kiosk	1,500
Caution: Wild Beasts Sticker	Shop	Meldacio Hunter HQ – Parvinath General Store	1,000
Bullet Hole Sticker	Shop	JM Market – Old Lestallum	1,000
Hammerhead Sticker	Shop	Hammerhead – Mini-mart	150
Cavalier Sticker	Shop	Lestallum – Mini-mart	150
Coernix Oil Sticker	Collectible	Lestallum	-
Ebony Sticker	Collectible	Lestallum	-
Umbra Sticker	Caem Farm	Trade in 3 Caem Carrots	-
A Little Friend Sticker	Shop	JM Market – Altissia	2,000

Soundtracks

NAME	AVAILABILITY	AVAILABILITY: DETAILS	PRICE (GIL)
Memories of FF	Default	-	-
Memories of FFII	Shop	JM Market – Longwythe	100
Memories of FFIII	Shop	Coernix Station – Alstor	100
Memories of FFIV	Shop	Hammerhead – Mini-mart	100
Memories of FFV	Shop	Galdin Quay – Aldare's	100
Memories of FFVI	Shop	JM Market – Taelpar	100
Memories of FFVII	Default	-	-
Memories of FFVIII	Shop	Hammerhead – Mini-mart	100
Memories of FFIX (Disc 1) – OST	Shop	Coernix Station – Cauthess	100
Memories of FFIX (Disc 2) – OST Plus	Shop	Coernix Station – Cauthess	100
Memories of FFX	Shop	Wiz Chocobo Post - Post Kiosk	100
Memories of FFXI (Disc 1) – OST	Shop	Burbost Souvenir Emporium	100
Memories of FFXI (Disc 2) – Rise of the Zilart OST	Shop	Burbost Souvenir Emporium	100
Memories of FFXI (Disc 3) – Chains of Promathia OST	Shop	Burbost Souvenir Emporium	100
Memories of FFXI (Disc 4) – OST Plus	Shop	Burbost Souvenir Emporium	100
Memories of FFXI (Disc 5) – Wings of the Goddess OST	Shop	Burbost Souvenir Emporium	100
Memories of FFXII	Shop	Verinas Mart – Ravatogh	100
Memories of FFXIII	Default	-	-
Memories of FFXIV (Disc 1) – OST Original Soundtrack	Shop	Coernix Station – Lestallum	100
Memories of FFXIV (Disc 2) – A Realm Reborn OST	Shop	Coernix Station – Lestallum	100
Memories of DISSIDIA FF	Shop	JM Market – Old Lestallum	500
Memories of FF TYPE-0	Shop	JM Market – Altissia	1,000
Memories of Dissidia 012 FF	Shop	JM Market – Old Lestallum	500
Lucian Cruisin' Collection	Default	-	-
Afrojack	Default	-	-
Memories of KINGSGLAIVE	Default	-	-
Memories of JUSTICE MONSTERS FIVE	Default	-	-



Components

NAME	EFFECT	AVAILABILITY	AVAILABILITY: DETAILS	PRICE (GIL)
Supercharger	Increases top speed to 60 mph	Sidequest	The Ever Valorous Regalia (Cindy)	-
Turbocharger	Increases top speed to 70 mph	Mini-game	Totomostro	-
Aero Wax	Improves fuel efficiency	Sidequest	The Ever Regal Regalia (Cindy)	-
Airflow Compensator	Further improves fuel efficiency	Shop	Coernix Station – Lestallum	6,000
Auxiliary Tank	Increases fuel capacity	Shop	Coernix Station – Lestallum	6,000
Magitek Generator	Eradicates the need for fuel	Mini-game	Totomostro	-
Fiberglass Coating	Protects the vehicle from dust, chips, and scratches	Sidequest	The Ever Gleaming Regalia (Cindy)	-
Reinforced Fiberglass Coating	Further protects the vehicle from dust, chips, and scratches	Shop	Verinas Mart – Ravatogh	8,000
Superhydrophobic Coating	Completely protects the vehicle from dust, chips, and scratches	Shop	JM Market – Altissia	20,000
Enhanced Headlights	Drive off Daemons at night	Sidequest	The Ever Illustrious Regalia (Cindy)	-

LEISURE GOODS

This category encompasses everything in your inventory that pertains to leisure activities in the game: chocobos, fishing, and betting in the Totomostro mini-game in Altissia's Arena Galviano. This section offers a complete catalog with acquisition details.

Caem Carrots (the vegetables that you can plant and harvest at Cape Caem once you reach Chapter 08 as part of the "Living off the Land" sidequest) also fall into the Leisure Goods category, but are covered elsewhere in the guide. Refer to page 171 for details.

Chocobo Leisure Goods

In addition to the Chocobo Whistle (an item that you receive for completing the "Friends of a Feather" sidequest that enables you to rent chocobos – see page 166), there are three sub-categories of items:

- **Color** goods enable you to change the appearance of the chocobos you mount, both for Noctis and his allies, from the Chocobo Salon close to Wiz.
- **Medals** are awarded for winning chocobo races and are used to decorate your mounts at the Chocobo Salon.
- **Greens** are vegetables that you can feed to your chocobos when you make camp at a haven to provide them with temporary status boosts.

Chocobo Leisure Goods

CATEGORY	NAME	AVAILABILITY	AVAILABILITY: DETAILS	PRICE (GIL)
Special	**Chocobo Whistle**	Sidequest	Friends of a Feather	-
Color	**Xelphatol Apple Seeds**	Sidequest	Where the Wild Chocobos Are (Wiz)	-
	Xelphatol Pear	Chocobo races	Secret collectible (see page 316)	-
	Doman Plum Pits	Sidequest	Where the Wild Chocobos Are (Wiz)	-
	Doman Pear	Chocobo races	Secret collectible (see page 316)	-
	Mamook Pear Seeds	Sidequest	Where the Wild Chocobos Are (Wiz)	-
	Mamook Pear	Chocobo races	Secret collectible (see page 316)	-
	Valfruit Seeds	Sidequest	Chase That Chocobo! (Wiz)	-
	Val Pear	Chocobo races	Secret collectible (see page 316)	-
	O'Ghomoro Berry Seeds	Sidequest	Chase That Chocobo! (Wiz)	-
	O'Ghomoro Pear	Chocobo races	Secret collectible (see page 316)	-
	Cieldalaes Pineapple Seeds	Sidequest	Chase That Chocobo! (Wiz)	-
	Cieldalaes Pear	Chocobo races	Secret collectible (see page 316)	-
	Han Lemon Seeds	Sidequest	Chase That Chocobo! (Wiz)	-
	Han Pear	Chocobo races	Secret collectible (see page 316)	-
Medals	**Replica Medal**	Sidequest	Complete the A Behemoth Undertaking hunt, making it possible to ride chocobos	-
	Short Course Medal	Chocobo races	Win Chocobo Hoops: Grange Gallop (Chapter 5+)	-
	Long Course Medal	Chocobo races	Win Chocobo Hoops: Rocky Road (Chapter 6+)	-
	Rounsey Medal	Chocobo races	Win vs. Prompto	-
	Destria Medal	Chocobo races	Win vs. Gladio	-
	Corsa Medal	Chocobo races	Win vs. Ignis	-
	Jennet Medal	Chocobo races	Win the Full Field race	-
	Fat Chocobo Medal	Chocobo races	Win vs. Iris	-
	Jockey Master Medal	Chocobo races	Earn all other medals	-
Greens	**Gysahl Greens**	Default	Always available to feed your chocobos	-
	Mimett Greens (boost chocobos' stamina)	Shop	Wiz Chocobo Post – Chocobo Salon	480
	Curiel Greens (boost chocobos' galloping speed)	Shop	Wiz Chocobo Post – Chocobo Salon (after completing "Bird on the Brink")	480
	Reagan Greens (boost chocobos' gliding ability)	Shop	Wiz Chocobo Post – Chocobo Salon	780
	Sylkis Greens (boost all chocobos' abilities)	Shop	Wiz Chocobo Post – Chocobo Salon (after completing "Savior of the Species")	1,500

Totomostro Leisure Goods

Horns are items that are used in the Totomostro battles that take place at Arena Galviano in Altissia. They enable you to cheer for the monsters you bet on to grant them temporary bonuses – see page 310 for details.

You automatically receive the Horn of Fortitude when you play the mini-game for the first time. The other Horns can be purchased from the merchant who has a stall a short walk from the gondola station that leads to the Arena Galviano. Their prices and effects are listed in the table to the right.

Horns

NAME	EFFECT	PRICE (GIL)
Horn of Resolve	Increases the supported monster's attack	30,000
Horn of Tenacity	Increases the supported monster's defense	24,000
Horn of Fortitude	Heals the supported monster	-
Horn of Cleansing	Cures the supported monster of status ailments	8,000
Horn of Madness	Increases the supported monster's strength, but decreases its defense	18,000

Fishing Leisure Goods

Your success in the fishing mini-game is determined by the tools and materials you use. This section lists all of the fishing items and reveals how to obtain them. To learn more about the mini-game, see page 303.

Lines

NAME	SHOP AVAILABILITY	DURABILITY
Spider Silk	Galdin Quay – Bob's Bait Emporium, All three Coernix Stations, Burbost Souvenir Emporium, JM Market - Caem, Dory of the Deep, Tabby's Tackle Shack, Bert's Bobbers 'n' Stuff, JM Market – Altissia	1,000
Super Baleen	Galdin Quay – Bob's Bait Emporium, Coernix Station – Lestallum, Burbost Souvenir Emporium, JM Market - Caem, Dory of the Deep, Tabby's Tackle Shack, Bert's Bobbers 'n' Stuff, JM Market – Altissia	1,500
Dragon's Beard	Burbost Souvenir Emporium, Bert's Bobbers 'n' Stuff, JM Market – Altissia	2,000

Rods

NAME	AVAILABILITY	DEFENSE
Mind Breaker	From the beginning	60
Hell Blaster	Shop: Dory of the Deep	100
Butterfly Edge	Shop: Tabby's Tackle Shack; Complete Navyth's second sidequest: Fishing, Naturally (see page 158)	150
Air Stagger	Pre-order bonus	180
Death Spin	Shop: Bert's Bobbers 'n' Stuff	210
Tranquility	Complete Navyth's fourth sidequest: Angler's Nightmare (see page 159)	290

Reels

NAME	AVAILABILITY	ATTACK
Menkar	From the beginning	130
Acubens	Shop: Dory of the Deep	160
Fomalhaut	Pre-order bonus	200
Galatea	Shop: Tabby's Tackle Shack	240
Nereid	Shop: Bert's Bobbers 'n' Stuff	270
Llymlaen	Totomostro mini-game (see page 310)	330

Lures

NAME	AVAILABILITY	SUITED FOR
Poppeck: Chocobo	Bob's Bait Emporium	Giant Trevally
Poppeck: White Chocobo		Snakehead
Poppeck: Red Chocobo		Garnet Snakehead
Stinker: Malboro	Bert's Bobbers 'n' Stuff	Vesper Gar
Stinker: Malbodoom		Vesper Gar
Stinker: Great Malboro		Jade Snakehead, Sapphire Snakehead
Burrower: Mad Pink Sandworm	Bert's Bobbers 'n' Stuff, Coernix Station – Lestallum, Dory of the Deep	Cleigne Brown Trout
Burrower: Green Sandworm		Callatein Brook Trout
Burrower: Abyss Worm		Cleigne Brown Trout, Murk Grouper
Sweet Jamming: Custard	Bob's Bait Emporium, Coernix Station – Alstor	Crag Barramundi
Sweet Jamming: Flan		Giant Trevally
Sweet Jamming: Mousse		Galdin Trevally

Lures (Continued)

NAME	AVAILABILITY	SUITED FOR
Deadly Waters: Sahagin	Tabby's Tackle Shack, JM Market – Caem	Zipper Barramundi
Deadly Waters: Coraldevil		Dark Allural Sea Bass
Deadly Waters: Seadevil		Maiden Brook Trout
Tidal Might Leviathan	DLC/Pre-order bonus	Giant Trevally, Crag Barramundi, Rainbow Trout
Needle 1,000: Cactuar	Coernix Station – Cauthess	Lucian Catfish
Needle 1,000: Metallicactuar		Lucian Catfish
Needle 1,000: Gold Cactuar		Golden Catfish
Giant Needle 10,000: Gigantuar	Bert's Bobbers 'n' Stuff	Jade Snakehead
Giant Needle 10,000: Metal Cactuar		Sapphire Snakehead
Giant Needle 10,000: Gold Gigantuar		Jade Snakehead, Sapphire Snakehead, Noble Arapaima
Bomber: Bomb	Coernix Station – Alstor, Bob's Bait Emporium	Alstor Bass
Bomber: Ice Bomb		Crag Barramundi
Bomber: Thunder Bomb		Phoenix Bass
Jumbo Tusk: Garula	Tabby's Tackle Shack, Coernix Station – Lestallum	Garnet Snakehead
Jumbo Tusk: Green Garula		Jade Snakehead
Jumbo Tusk: Garulessa		Alstor Bass
Invincible Iron Giant	Shop: JM Market – Altissia; Sidequest: Navyth's Challenge (see page 158)	King Catfish
Ranker Tonberry	Collectible	Crag Barramundi, Tide Grouper, Vesper Gar
Whiskers: Pearly Moogle	Burbost Souvenir Emporium, Dory of the Deep	Rainbow Trout
Whiskers: Crystal		Cherrycomb Trout
Whiskers: Chocolate		Callatein Brook Trout
Hot Breather: Red Dragon	Burbost Souvenir Emporium, Tabby's Tackle Shack	Tide Grouper
Hot Breather: Green Dragon		Nebula Salmon
Hot Breather: Blue Dragon		Nebula Salmon, Chrome Rainbow Trout
Knife T. Tonberry	Complete Navyth's first sidequest: Fishing Buddies (see page 159)	Nebula Salmon, Rainbow Trout, Lucinian Sea Bass
Big Blaze Bahamut	Tour sidequest: Liege of the Lake	Nebula Salmon, Tide Grouper, Dark Allural Sea Bass, Noble Arapaima
Fatal Roulette: Ahriman	Dory of the Deep	Alstor Bass
Fatal Roulette: Floating Eye		Glowing Barrelfish
Fatal Roulette: Bloody Eye		Phoenix Bass
Stormer: Focalor	JM Market – Altissia	Cygillan Sea Bass, Striped Barramundi
Stormer: Purple Berry Focalor		Lucinian Sea Bass, Striped Barramundi
Stormer: Chert Focalor		Cygillan Sea Bass, Striped Barramundi
Big Master Typhon	Totomostro mini-game (see page 310)	Pink Jade Gar
Gemlight: Caster Carbuncle	JM Market – Altissia	Platinum Myrltrout

KEY ITEMS

Key Items are generally linked to quests, though two of them play a special role: Magic Flasks determine how many spell types you can have in your inventory (see page 274 for details); Oracle Ascension Coins can be traded in exchange for valuable items thanks to a special vendor called Alessio who is found in Altissia (see page 227).

Items in this category do not carry over when you start a new playthrough in New Game+ mode.

NAME	AVAILABILITY	AVAILABILITY: DETAILS
Magic Flask	Default	-
	Main quest	Hunter Becomes the Hunted
	Main quest	Legacy
	Main quest	Burden of Expectation
	Main quest	Sword in the Waterfall (speak to Jared)
	Main quest	The Hexatheon's Blessing
	Main quest	Brave New World (speak to Cor at the dock)
	Collectible	Fociaugh Hollow
	Collectible	Steyliff Grove
	Collectible	Cape Caem
	Collectible	The Rock of Ravatogh
	Collectible	Pitioss Ruins
Oracle Ascension Coin	Collectible	Hammerhead
	Collectible	Longwythe Rest Area
	Collectible	Galdin Quay
	Collectible	Prairie Outpost
	Collectible	Coernix Station – Alstor
	Collectible	Keycatrich Trench
	Collectible	Coernix Station – Cauthess
	Collectible	Wiz Chocobo Post
	Collectible	Cauthess Rest Area
	Collectible	Taelpar Rest Area
	Collectible	Lestallum
	Collectible	Burbost Souvenir Emporium
	Collectible	Meldacio Hunter HQ
	Collectible	Verinas Mart - Ravatogh
	Collectible	Altissia
	Collectible	Fociaugh Hollow
	Collectible	Daurell Caverns
	Collectible	Costlemark Tower
	Collectible	Pitioss Ruins
	Collectible	Steyliff Grove
	Collectible	Glacial Grotto
	Collectible	The Myrlwood
	Collectible	Malmalam Thicket
	Collectible	The Rock of Ravatogh
	Collectible	Balouve Mines
	Collectible	Fociaugh Hollow maze (Chapter 15)
	Collectible	Daurell Caverns maze (Chapter 15)
	Collectible	Costlemark Tower maze (Chapter 15)
	Collectible	Glacial Grotto maze (Chapter 15)
	Collectible	Steyliff Grove maze (Chapter 15)
	Collectible	Keycatrich Trench maze (Chapter 15)
	Collectible	Balouve Mines maze (Chapter 15)
	Collectible	Crestholm Channels maze (Chapter 15)
	Enemy drop	100% – Cactuar
Lodging Coupon	DLC	Pre-order bonus
Gas Coupon	DLC	Pre-order bonus
LOKTON LX-X1R	DLC	Pre-order bonus
Crown City Smartphone	Main quest	From the start
LOKTON LX-30	Main quest	From the start
Map of the Continent	Main quest	The Pauper Prince
Red Tusk	Main quest	The Mutant Marauder
Cindy's Parcel	Main quest	The Errand Prince
Sealed Envelope	Main quest	The Errand Prince
Intricate Coin	Main quest	The Errand Prince
M.E. 756/05/17 Morning Edition	Main quest	Ill Tidings
Tombkeep's Key	Main quest	The Power of Kings
Mark of the Archaean	Main quest	The Trial of Titan
Mark of the Fulgurian	Main quest	The Trial of Ramuh
Mythril Ore	Main quest	Party of Three
Mythril Component	Main quest	A Precious Source of Power
Moogle Plushie	Main quest	Brave New World
Map of Accordo	Main quest	Altissia, City on the Sea
Messengers' Amulet	Main quest	The Summit
Mark of the Hydraean	Main quest	The Trial of Leviathan
Ring of the Lucii	Main quest	The Trial of Leviathan
Lovers' Notebook	Main quest	The Trial of Leviathan
Ignis's Cane	Main quest	The Hand of the King
Generator Key	Main quest	The Hand of the King
Mark of the Glacian	Main quest	Breath of the Glacian
Security Card	Main quest	A King's Struggle
Panel B Card Key	Main quest	A King's Struggle
Panel C Card Key	Main quest	A King's Struggle
Elevator Key	Main quest	A King's Struggle
Scribbled Note	Main quest	Zegnautus Keep
Mark of the Draconian	Main quest	Reunion and Recovery

NAME	AVAILABILITY	AVAILABILITY: DETAILS
Infernian's Shard	Main quest	Reunion and Recovery
Enticing Truffle	Sidequest	Up Close and Personal (Tour)
Volcanic Bouquet	Sidequest	A Flower for Iris (Tour)
Broken Dog Tag	Sidequest	Gone Hunting (Dave)
Bent Dog Tag	Sidequest	Dust to Dust (Dave)
Rusted Dog Tag	Sidequest	Lost in the Wilderness (Dave)
Scorched Dog Tag	Sidequest	A Rocky End (Dave)
Twisted Dog Tag	Sidequest	Final Resting Plains (Dave)
Scratched Dog Tag	Sidequest	Swallowed by Shadows (Dave)
Crushed Dog Tag	Sidequest	Washed Away (Dave)
Polished Dog Tag	Sidequest	A Backwoods Burial (Dave)
Sullied Dog Tag	Sidequest	The Witch of the Woods (Dave)
Behemoth Round	Sidequest	The Perfect Cup (Gladio)
Glimmering Zu Egg	Sidequest	The Perfect Cup (Gladio)
Karlabos Carapace	Sidequest	The Perfect Cup (Gladio)
Sealbreaker's Key	Sidequest	Menace Beneath Lucis
Rainbow Frog	Sidequest	The Frog of Legend
Yellow Frog	Sidequest	The Professor's Protégé – Yellow Frogs
Red Frog	Sidequest	The Professor's Protégé
Myrlwood Firefly	Sidequest	The Professor's Protégé – Myrlwood Firefly
Myrlwood Firefly	Sidequest	The Professor's Protégé – Myrlwood Firefly
Myrlwood Firefly	Sidequest	The Professor's Protégé – Myrlwood Firefly
Food Shipment	Sidequest	Lestallum's Finest
Prissock's Package	Sidequest	Van, Interrupted
Prissock's Package	Sidequest	Van, Interrupted Again
Mystery Map	Sidequest	Scraps of Mystery I (Leide)
Mystery Map	Sidequest	Scraps of Mystery II (Leide)
Mystery Map	Sidequest	Scraps of Mystery III (Leide)
Mystery Map	Sidequest	Scraps of Mystery IV (Leide)
Mystery Map	Sidequest	Scraps of Mystery V (Leide)
Mystery Map	Sidequest	Scraps of Mystery VI (Duscae)
Mystery Map	Sidequest	Scraps of Mystery VII (Duscae)
Mystery Map	Sidequest	Scraps of Mystery VIII (Duscae)
Mystery Map	Sidequest	Scraps of Mystery IX (Duscae)
Mystery Map	Sidequest	Scraps of Mystery X (Duscae)
Mystery Map	Sidequest	Scraps of Mystery XI (Cleigne)
Mystery Map	Sidequest	Scraps of Mystery XII (Cleigne)
Mystery Map	Sidequest	Scraps of Mystery XIII (Cleigne)
Mystery Map	Sidequest	Scraps of Mystery XIV (Cleigne)
Sylvester's Map	Sidequest	X Marks the Spot (Cleigne)
Sylvester's Map Piece A	Sidequest	Scraps of Mystery I (Leide)
Sylvester's Map Piece B	Sidequest	Scraps of Mystery II (Leide)
Sylvester's Map Piece C	Sidequest	Scraps of Mystery III (Leide)
Sylvester's Map Piece D	Sidequest	Scraps of Mystery IV (Leide)
Sylvester's Map Piece E	Sidequest	Scraps of Mystery V (Leide)
Sylvester's Map Piece F	Sidequest	Scraps of Mystery VI (Duscae)
Sylvester's Map Piece G	Sidequest	Scraps of Mystery VII (Duscae)
Sylvester's Map Piece H	Sidequest	Scraps of Mystery VIII (Duscae)
Sylvester's Map Piece I	Sidequest	Scraps of Mystery IX (Duscae)
Sylvester's Map Piece J	Sidequest	Scraps of Mystery X (Duscae)
Sylvester's Map Piece K	Sidequest	Scraps of Mystery XI (Cleigne)
Sylvester's Map Piece L	Sidequest	Scraps of Mystery XII (Cleigne)
Sylvester's Map Piece M	Sidequest	Scraps of Mystery XIII (Cleigne)
Sylvester's Map Piece N	Sidequest	Scraps of Mystery XIV (Cleigne)
Garnet Stone	Main quest	A Gentlemen's Agreement
Amethyst Stone	Sidequest	The Aspiring Artisan (Dino)
Heliodor Stone	Sidequest	A Stone-Studded Stunner (Dino)
Heliodor Stone	Sidequest	A Stone-Studded Stunner (Dino)
Heliodor Stone	Sidequest	A Stone-Studded Stunner (Dino)
Sapphire Stone	Sidequest	Reliable Royalty (Dino)
Ruby Stone	Sidequest	No Pain, No Gem (Dino)
Emerald Stone	Sidequest	A Treasure Beyond Measure (Dino)
Coctura's Cat Food	Sidequest	Kitty Catering
Monica's Cat Food	Sidequest	A Feline Feast
Luxury Cat Food	Shop	JM Market – Caem
Warped Wings	Main quest	Engaging the Empire (Aracheole Stronghold)
Unstable Stabilizer	Main quest	Imperial Infiltration (Fort Vaullerey)
Strange Engine	Sidequest	Formouth Garrison
Cid's Old Hammer	Sidequest	A Better Engine Blade III
Randolph collection item: Jet-black Beak	Sidequest	A Legend Is Born (Randolph)
Randolph collection item: Malboro Tentacle	Sidequest	Dreadful Legend (Randolph)
Randolph collection item: Chef's Knife	Sidequest	Legend Wrapped in an Enigma (Randolph)
Randolph collection item: Resplendent Hollowhorn	Sidequest	Cursed Legend (Randolph)
Randolph collection item: Squirming Bone	Sidequest	Wondrous Weapon (Randolph)
Cactuar Statuette	Shop	Wiz Chocobo Post – Post Kiosk
Cactuar Model	Shop	Lestallum – Veenon's Pantry
Cactuar Sculpture	Shop	JM Market – Altissia
Cactuar Effigy	Sidequest	Formouth Garrison

SHOPS

In this section we provide a comprehensive overview of all merchants in *Final Fantasy XV*, sorted by category.

Arms Vendors

These vendors sell gear: weapons and accessories.

Hammerhead – Culless Munitions

CATEGORY	ITEM	PRICE (GIL)
Weapon	**Broadsword**	150
	Two-handed Sword	50
	War Sword	150
	Daggers	50
	Avengers	150
	Handgun	50
	Cocytus	150

Prairie Outpost – Culless Munitions
Galdin Quay – Culless Munitions

CATEGORY	ITEM	PRICE (GIL)
Weapon	**Broadsword**	150
	War Sword	150
	Avengers	150
	Cocytus	150
	Javelin	150
Accessory	**Bronze Bangle**	500
	Soldier's Anklet	1,000
	Potpourri	500

Wiz Chocobo Post – Culless Munitions
Coernix Station (Cauthess) – Culless Munitions

CATEGORY	ITEM	PRICE (GIL)
Weapon	**Airstep Sword**	300
	Blade of Brennaere	300
	Mythril Lance	300
	Cutlasses	300
	Calamity	300
	Kite Shield	300
Accessory	**Iron Bangle**	1,200
	Garnet Bracelet	800
	Bulletproof Vest	2,000
	Warrior's Anklet	1,500
	White Sage	1,200
	Amulet	1,000
	Towel*	5,000
	Handkerchief*	1,000

* Only available at Wiz Chocobo Post

Taelpar Rest Area – Culless Munitions

CATEGORY	ITEM	PRICE (GIL)
Weapon	**Rune Saber**	600
	Flame Tongue	800
	Claymore	600
	Rapier Lance	600
	Storm Lance	800
	Mythril Knives	600
	Mythril Pistol	600
	Power Shield	600
	Ice Shield	800
Accessory	**Carbon Bangle**	2,000
	Fencer's Anklet	2,000
	Angel Earring	1,500
	Power Stone	2,000
	Garnet Bracelet	800
	Bulletproof Vest	2,000

Lestallum – Culless Munitions

CATEGORY	ITEM	PRICE (GIL)
Weapon	**Rune Saber**	600
	Flame Tongue	800
	Claymore	600
	Hardedge	1,500
	Rapier Lance	600
	Ice Spear	1,500
	Mythril Knives	600
	Assassin's Daggers	1,500
	Mythril Pistol	600
	Power Shield	600
	Ice Shield	800
Accessory	**Carbon Bangle**	2,000
	Garnet Bracelet	800
	Fencer's Anklet	2,000
	Bulletproof Vest	2,000
	Angel Earring	1,000
	Power Stone	2,000

Lestallum – Veenon's Pantry

CATEGORY	ITEM	PRICE (GIL)
Accessory	**Bulletproof Suit**	5,000
	Fireproof Inners	3,000
	Warm Inners	3,000
	Insulated Inners	3,000
	Styling Gel	1,000
	White Sneakers	1,000
	Bandage	1,000
Key Item	**Cactuar Model**	1,000

Meldacio Hunter HQ – Culless Munitions

CATEGORY	ITEM	PRICE (GIL)
Weapon	**Durandal**	10,000
	Radiant Lance	10,000
	Orichalcum	10,000
	Black Prince	10,000
Accessory	**Titanium Bangle**	2,500
	Heliodor Bracelet	2,000
	Talisman	1,500
	Knight's Anklet	2,500
	Oracle Card	2,500

Verinas Mart (Ravatogh) – Culless Munitions

CATEGORY	ITEM	PRICE (GIL)
Weapon	**Ice Brand**	1,500
	Hardedge	1,500
	Ice Spear	1,500
	Assassin's Daggers	1,500
	Rebellion	1,500
	Thunder Shield	1,500
	Flame Shield	1,500
Accessory	**Heliodor Bracelet**	2,000
	Talisman	1,500
	Knight's Anklet	2,500
	Carbon Bangle	2,000
	Garnet Bracelet	800
	Bulletproof Vest	2,000

Pergula Legionis (Aranea's Vendor)

CATEGORY	ITEM	PRICE (GIL)
Weapon	**Ice Brand**	1,500
	Hardedge	1,500
	Ice Spear	1,500
	Assassin's Daggers	1,500
	Rebellion	1,500
	Thunder Shield	1,500
	Flame Shield	1,500
Accessory	**Carbon Bangle**	2,000
	Angel Earring	1,000
	Fencer's Anklet	2,000

Altissia – Culless Munitions

CATEGORY	ITEM	PRICE (GIL)
Weapon	**Thunderbolt**	5,000
	Hero's Shield	5,000
	Blood Sword	5,000
	Wyvern Lance	5,000
	Delta Daggers	5,000
	Flame Gun	5,000

Altissia – Carliano

CATEGORY	ITEM	PRICE (GIL)
Accessory	**Bulletproof Suit**	5,000
	Fireproof Inners	3,000
	Warm Inners	3,000
	Insulated Inners	3,000
	Titanium Bangle	2,500
	Heliodor Bracelet	2,000
	Talisman	1,500
	Knight's Anklet	2,500
	Oracle Card	2,500

Cartanica – Armeria Madiani
Tenebrae – Pergula Legionis
Gralea – Venditio Armorum

CATEGORY	ITEM	PRICE (GIL)
Weapon	**Blood Sword**	5,000
	Thunderbolt	5,000
	Wyvern Lance	5,000
	Delta Daggers	5,000
	Flame Gun	5,000
	Hero's Shield	5,000
Accessory	**Titanium Bangle**	2,500
	Heliodor Bracelet	2,000
	Talisman	1,500
	Knight's Anklet	2,500
	Oracle Card	2,500

Hammerhead – Culless Munitions

CATEGORY	ITEM	PRICE (GIL)
Weapon	**Durandal**	10,000
	Hyperion	8,000
	Radiant Lance	10,000
	Main Gauches	8,000
	Quicksilver	8,000
	Black Prince	10,000
Accessory	**Titanium Bangle**	2,500
	Heliodor Bracelet	2,000
	Talisman	1,500
	Knight's Anklet	2,500
	Oracle Card	2,500

General Stores

These shops sell consumables, as well as certain items from other categories.

Hammerhead – Mini-mart

CATEGORY	ITEM	PRICE (GIL)
Consumable	Potion	50
	Hi-Potion	100
	Elixir	400
	Hi-Elixir	800
	Phoenix Down	1,000
	Antidote	10
Treasure	Repair Kit	100
Auto Parts	Hammerhead Sticker	150
	Beaux Arts	1,000
	Advanced Color Samples	3,000
	Memories of FFIV	100
	Memories of FFVIII	100
Ingredient	Gighee Ham	30
	Birdbeast Egg	20
	Sheep Milk	10
	Leiden Potato	40
	Funguar	80
	Leiden Pepper	20

Longwythe Rest Area – JM Market

CATEGORY	ITEM	PRICE (GIL)
Consumable	Potion	50
	Hi-Potion	100
	Elixir	400
	Hi-Elixir	800
	Phoenix Down	1,000
	Antidote	10
Auto Parts	2-Tone	300
	Memories of FFII	100
Ingredient	Anak Meat	80
	Wild Onion	100
	Cleigne Wheat	100
	Leiden Pepper	20
	Gighee Ham	30
	Birdbeast Egg	20
	Sheep Milk	10
	Leiden Potato	40
	Funguar	80

Galdin Quay – Aldare's

CATEGORY	ITEM	PRICE (GIL)
Consumable	Potion	50
	Hi-Potion	100
	Elixir	400
	Hi-Elixir	800
	Phoenix Down	1,000
	Antidote	10
Auto Parts	The Beast	2,000
	Racing Stripes IV	500
	Racing Stripes V	500
	Memories of FFV	100
Ingredient	Gighee Ham	30
	Birdbeast Egg	20
	Lucian Tomato	200
	Wild Onion	100
	Giant Trevally Fillet	100
	Trout Fillet	240
	Sheep Milk	10
	Anak Meat	80
	Dualhorn Steak	160
	Cleigne Wheat	100

Taelpar Rest Area – JM Market

CATEGORY	ITEM	PRICE (GIL)
Consumable	Potion	50
	Hi-Potion	100
	Elixir	400
	Hi-Elixir	800
	Phoenix Down	1,000
	Antidote	10
Auto Parts	Memories of FFVI	100

Wiz Chocobo Post – Post Kiosk

CATEGORY	ITEM	PRICE (GIL)
Consumable	Potion	50
	Hi-Potion	100
	Elixir	400
	Hi-Elixir	800
	Phoenix Down	1,000
	Antidote	10
Auto Parts	Pop Art	3,000
	Chocobo Sticker	1,500
	Moogle Sticker	1,500
	Cactuar Sticker	1,500
	Memories of FFX	100
Key Item	Cactuar Statuette	500
Ingredient	Gighee Ham	30
	Birdbeast Egg	20
	Anak Meat	80
	Garula Sirloin	120
	Wild Onion	100
	Lucian Tomato	200
	Sheep Milk	10
	Leiden Potato	40
	Funguar	80
	Leiden Pepper	20
	Dualhorn Steack	160
	Cleigne Wheat	100

Lestallum – Moatte's Odds 'n' Ends

CATEGORY	ITEM	PRICE (GIL)
Consumable	Potion	50
	Hi-Potion	100
	Elixir	400
	Hi-Elixir	800
	Phoenix Down	1,000
	Antidote	10
	Gold Needle	50
	Smelling Salts	50
	Maiden's Kiss	100
Auto Parts	Eo	8,000
	Flames I	500
	Flames II	500
	Flames III	500

Lestallum – Sypert Sundries

CATEGORY	ITEM	PRICE (GIL)
Consumable	Smelling Salts	50
	Maiden's Kiss	100
Accessory	Star Pendant	3,000
	Rainbow Pendant	3,000
	Moon Pendant	3,000
	Earth Pendant	3,000
	Golden Hourglass	3,000

Lestallum – Fallstar Foods

CATEGORY	ITEM	PRICE (GIL)
Ingredient	Gighee Ham	30
	Birdbeast Egg	20
	Anak Meat	80
	Garula Sirloin	120
	Lucian Tomato	200
	Killer Tomato	500
	Wild Onion	100
	Leiden Pepper	20
	Sheep Milk	10
	Dualhorn Steak	160
	Leiden Potato	40
	Funguar	80

Lestallum – Furloch Farms

CATEGORY	ITEM	PRICE (GIL)
Ingredient	Behemoth Tenderloin	3,200
	Zu Tender	4,800
	Kujata Marrow	2,700
	Kettier Ginger	600
	Allural Shallot	800
	Saxham Rice	200
	Fine Cleigne Wheat	980

Lestallum – Prissock General Store

CATEGORY	ITEM	PRICE (GIL)
Ingredient	Fine Gighee Ham	400
	Griffon Breast	3,200
	Midgardsormr Shank	2,400
	Schier Turmeric	250
	Hulldagh Nutmeg	600
	Cleigne Wheat	100
	Malmashroom	1,000
	Smoking Wood	310

Lestallum – Cup Noodles Wagon

CATEGORY	ITEM	PRICE (GIL)
Ingredient	Cup Noodles	220

Old Lestallum – JM Market

CATEGORY	ITEM	PRICE (GIL)
Consumable	Potion	50
	Hi-Potion	100
	Elixir	400
	Hi-Elixir	800
	Phoenix Down	1,000
	Antidote	10
Treasure	Repair Kit	100
Auto Parts	Abstractification	6,000
	Bullet Hole Sticker	1,000
	Memories of DISSIDIA FF	500
	Memories of DISSIDIA 012 FF	500
Ingredient	Funguar	80
	Alstroom	200
	Vesproom	300
	Malmashroom	1,000
	Fine Cleigne Wheat	980
	Schier Turmeric	250
	Hulldagh Nutmeg	600

Coernix Station (Cauthess) – Shop & Cafe

CATEGORY	ITEM	PRICE (GIL)
Consumable	Potion	50
	Hi-Potion	100
	Elixir	400
	Hi-Elixir	800
	Phoenix Down	1,000
	Antidote	10
Auto Parts	Memories of FFIX (Disc 1)	100
	Memories of FFIX (Disc 2)	100
Treasure	Repair Kit	100
Leisure Goods	Spider Silk	30
	Needle 1,000: Cactuar	50
	Needle 1,000: Metal Cactuar	50
	Needle 1,000: Gold Cactuar	50
	Gighee Ham	30
	Birdbeast Egg	20
	Anak Meat	80
	Garula Sirloin	120
	Dualhorn Steak	160
	Saxham Rice	200
	Leiden Pepper	20

Prairie Outpost – JM Market

CATEGORY	ITEM	PRICE (GIL)
Consumable	**Potion**	50
	Hi-Potion	100
	Elixir	400
	Hi-Elixir	800
	Phoenix Down	1,000
	Antidote	10
Ingredient	**Gighee Ham**	30
	Birdbeast Egg	20
	Sheep Milk	10
	Leiden Potato	40
	Funguar	80
	Leiden Pepper	20
	Lucian Tomato	200
	Anak Meat	80
	Dualhorn Steak	160

Coernix Station (Alstor) – Shop & Cafe

CATEGORY	ITEM	PRICE (GIL)
Consumable	**Potion**	50
	Hi-Potion	100
	Elixir	400
	Hi-Elixir	800
	Phoenix Down	1,000
	Antidote	10
Treasure	**Repair Kit**	100
Auto Parts	**Racing Stripes II**	500
	Racing Stripes III	500
	Memories of FFIII	100
Leisure Goods	**Spider Silk**	30
	Sweet Jamming: Custard	50
	Sweet Jamming: Flan	50
	Sweet Jamming: Mousse	50
	Bomber: Bomb	50
	Bomber: Ice Bomb	50
	Bomber: Thunder Bomb	50

Burbost Souvenir Emporium – Shop & Cafe

CATEGORY	ITEM	PRICE (GIL)
Consumable	**Potion**	50
	Hi-Potion	100
	Elixir	400
	Hi-Elixir	800
	Phoenix Down	1,000
Auto Parts	**Memories of FFXI (Disc 1)**	100
	Memories of FFXI (Disc 2)	100
	Memories of FFXI (Disc 3)	100
	Memories of FFXI (Disc 4)	100
	Memories of FFXI (Disc 5)	100
	Royal Stripes I	500
	Royal Stripes II	500
Treasure	**Sabertusk Claw**	180
	Garula Tusk	280
	Mesmenir Horn	320
	Scaled Skin	480
	Anak Fetlock	600
	Anak Antlers	1,800
	Behemoth Horn	5,000
Leisure Goods	**Spider Silk**	30
	Super Baleen	100
	Dragon's Beard	50
	Hot Breather: Red Dragon	50
	Hot Breather: Green Dragon	50
	Hot Breather: Blue Dragon	50
	Whiskers: Pearly Moogle	50
	Whiskers: Crystal	50
	Whiskers: Chocolate	50

Meldacio Hunter HQ – Parvinath General Store

CATEGORY	ITEM	PRICE (GIL)
Consumable	**Potion**	50
	Hi-Potion	100
	Elixir	400
	Hi-Elixir	800
	Phoenix Down	1,000
	Antidote	10
	Gold Needle	50
	Smelling Salts	50
	Maiden's Kiss	100
	Power EX	500
	Mettle VX	500
	Spirit ZX	500
	Verve WX	500
Auto Parts	**Armory on Wheels**	6,000
	Caution: Wild Beasts	1,000
Ingredient	**Behemoth Tenderloin**	3,200
	Jabberwock Sirloin	5,200
	Zu Tender	4,800
	Leiden Pepper	20
	Anak Meat	80
	Garula Sirloin	120
	Dualhorn Steak	160

Coernix Station – Lestallum Shop & Cafe

CATEGORY	ITEM	PRICE (GIL)
Consumable	**Potion**	50
	Hi-Potion	100
	Elixir	400
	Hi-Elixir	800
	Phoenix Down	1,000
	Antidote	10
Treasure	**Repair Kit**	100
	Memories of FFXIV (Disc 1)	100
	Memories of FFXIV (Disc 2)	100
Auto Parts	**Airflow Compensator**	6,000
	Auxiliary Tank	6,000
	Expert Color Samples	10,000
	Cavalier	150
Leisure Goods	**Spider Silk**	30
	Super Baleen	100
	Jumbo Tusk: Garula	200
	Jumbo Tusk: Green Garula	200
	Jumbo Tusk: Garulessa	200
	Burrower: Mad Pink Sandworm	200
	Burrower: Green Sandworm	200
	Burrower: Abyss Worm	200

Verinas Mart – Ravatogh

CATEGORY	ITEM	PRICE (GIL)
Consumable	**Potion**	50
	Hi-Potion	100
	Elixir	400
	Hi-Elixir	800
	Phoenix Down	1,000
	Antidote	10
Auto Parts	**Reinforced Fiberglass Coating**	8,000
	Carbon Weave	500
	Check Pattern	500
	Memories of FFXII	100

Commeatus Armorum (Aranea's Vendor)

CATEGORY	ITEM	PRICE (GIL)
Consumable	**Potion**	50
	Hi-Potion	100
	Elixir	400
	Hi-Elixir	800
	Phoenix Down	1,000
	Antidote	10
	Gold Needle	50
	Smelling Salts	50
	Maiden's Kiss	100

Cape Caem – JM Market

CATEGORY	ITEM	PRICE (GIL)
Consumable	**Potion**	50
	Hi-Potion	100
	Elixir	400
	Hi-Elixir	800
	Phoenix Down	1,000
	Antidote	10
	Gold Needle	50
	Smelling Salts	50
	Maiden's Kiss	100
	Power EX	500
	Mettle VX	500
	Spirit ZX	500
	Verve WX	500
Ingredient	**Giant Trevally Fillet**	100
	Trout Fillet	240
	Barramundi Fillet	300
	Tide Grouper Fillet	2,200
	Cleigne Darkshell	320
	Caem Pinkshrimp	150
	Cleigne Mollusk	400
	Saxham Rice	200
Key Item	**Luxury Cat Food**	20,000
Leisure Goods	**Spider Silk**	30
	Super Baleen	100
	Deadly Waters: Seadevil	200
	Deadly Waters: Coraldevil	200
	Deadly Waters: Sahagin	200

Malmalam Thicket – House of Hexes

CATEGORY	ITEM	PRICE (GIL)
Consumable	**Potion**	50
	Hi-Potion	100
	Elixir	400
	Hi-Elixir	800
	Phoenix Down	1,000
	Antidote	10
	Gold Needle	50
	Smelling Salts	50
	Maiden's Kiss	100



Altissia – JM Market

CATEGORY	ITEM	PRICE (GIL)
Consumable	Potion	50
	Hi-Potion	100
	Elixir	400
	Hi-Elixir	800
	Phoenix Down	1,000
	Antidote	10
	Gold Needle	50
	Smelling Salts	50
	Maiden's Kiss	100
	Ether	100
	Remedy	500
	Power EX	500
	Mettle VX	500
	Spirit ZX	500
	Verve WX	500
Auto Parts	Superhydrophobic Coating	20,000
	Fan Service	10,000
	Guardians	8,000
	Carbuncle	10,000
	A Little Friend Sticker	2,000
	Luna Sticker	3,000
	Memories of FF TYPE-0	1,000
Key Item	Cactuar Sculpture	3,000
Leisure Goods	Spider Silk	30
	Super Baleen	100
	Dragon's Beard	500
	Stormer: Focalor	200
	Stormer: Purple Berry Focalor	200
	Stormer: Chert Focalor	200
	Invincible Iron Giant	200
	Gemlight: Caster Carbuncle	3,000

Altissia – Old Gobunant's Boat

CATEGORY	ITEM	PRICE (GIL)
Ingredient	Fine Gighee Ham	400
	Leiden Pepper	20
	Schier Turmeric	250
	Hulldagh Nutmeg	600
	Killer Tomato	500
	Ulwaat Berries	4,000
	Saxham Rice	200
	Fine Cleigne Wheat	980

Altissia – Gamberetto's Catch

CATEGORY	ITEM	PRICE (GIL)
Ingredient	Caem Pinkshrimp	150
	Cleigne Mollusk	400
	Cleigne Darkshell	320
	Platinum Myrltrout Fillet	3,900
	Arapaima Roe	100,000
	Tenebraen Oak	700
	Giant Trevally Fillet	100
	Trout Fillet	240
	Barramundi Fillet	300
	Nebula Salmon Fillet	560
	Tide Grouper Fillet	2,200
	Sea Bass Fillet	1,380

Cartanica – Articoli da Viaggio Machialga
Tenebrae – Commeatus Armorum
Gralea – Venditio Instrumentorum
Hammerhead – Mini-mart (Chapter 14)

CATEGORY	ITEM	PRICE (GIL)
Consumable	Potion	50
	Hi-Potion	100
	Elixir	400
	Hi-Elixir	800
	Phoenix Down	1,000
	Antidote	10
	Gold Needle	50
	Smelling Salts	50
	Maiden's Kiss	100
	Ether	100
	Remedy	500



Leisure Goods Shops

These merchants are dedicated exclusively to the sale of leisure goods.

Galdin Quay – Bob's Bait Emporium

CATEGORY	ITEM	PRICE (GIL)
Leisure Goods	Spider Silk	30
	Super Baleen	100
	Poppeck: Chocobo	50
	Poppeck: White Chocobo	50
	Poppeck: Red Chocobo	50
	Sweet Jamming: Custard	50
	Sweet Jamming: Mousse	50
	Sweet Jamming: Flan	50
	Bomber: Bomb	50
	Bomber: Ice Bomb	50
	Bomber: Thunder Bomb	50

North of Old Lestallum – Tabby's Tackle Shack

CATEGORY	ITEM	PRICE (GIL)
Leisure Goods	Spider Silk	30
	Super Baleen	100
	Deadly Waters: Sahagin	200
	Deadly Waters: Coraldevil	200
	Deadly Waters: Seadevil	200
	Hot Breather: Red Dragon	50
	Hot Breather: Green Dragon	50
	Hot Breather: Blue Dragon	50
	Jumbo Tusk: Garula	200
	Jumbo Tusk: Green Garula	200
	Jumbo Tusk: Garulessa	200
	Butterfly Edge	7,000
	Galatea	6,800

The Vesperpool – East Bank – Bert's Bobbers 'n' Stuff

CATEGORY	ITEM	PRICE (GIL)
Leisure Goods	Spider Silk	30
	Super Baleen	100
	Dragon's Beard	500
	Stinker: Malboro	200
	Stinker: Malbodoom	200
	Stinker: Great Malboro	200
	Giant Needle 10,000: Gigantuar	200
	Giant Needle 10,000: Metal Gigantuar	200
	Giant Needle 10,000: Gold Gigantuar	200
	Burrower: Mad Pink Sandworm	200
	Burrower: Green Sandworm	200
	Burrower: Abyss Worm	200
	Death Spin	12,000
	Nereid	9,600

Wiz Chocobo Post – Chocobo Salon

CATEGORY	ITEM	PRICE (GIL)
Leisure Goods	Mimett Greens	50
	Curiel Greens	50
	Reagan Greens	50
	Sylkis Greens	300

Daurell Caverns – Dory of the Deep

CATEGORY	ITEM	PRICE (GIL)
Leisure Goods	Spider Silk	30
	Super Baleen	100
	Burrower: Mad Pink Sandworm	200
	Burrower: Green Sandworm	200
	Burrower: Abyss Worm	200
	Whiskers: Pearly Moogle	50
	Whiskers: Crystal	50
	Whiskers: Chocolate	50
	Fatal Roulette: Ahriman	50
	Fatal Roulette: Floating Eye	50
	Fatal Roulette: Bloody Eye	50
	Hell Blaster	3,000
	Acubens	4,500

Special Vendors

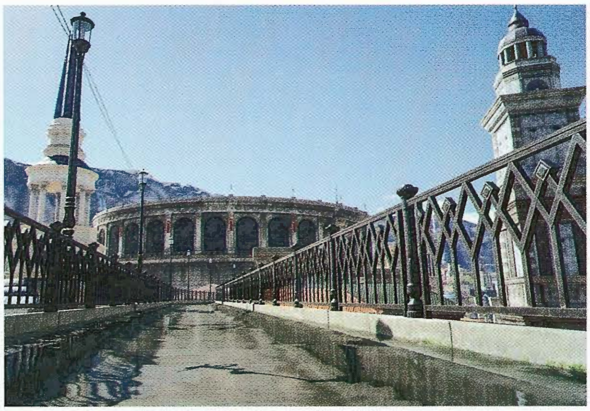
In Altissia, you will find two special vendors.

◇ The first is a man by the name of **Alessio**, who is located at one of the tables at the restaurant opposite the Palsino Street gondola station. Alessio is an unusual merchant who takes payment only in the form of Oracle Ascension Coins. Oracle Ascension Coins are key items: turn to page 222 to find out where to obtain them.

◇ The second, **Sondonda**, is found on the Listro Park plaza. You can do business with him at his stand, a short walk from the gondola station that leads to Arena Galviano. Sondonda sells Horn items that affect the Totomostro mini-game, which we cover on page 310.

Altissia – Alessio

ITEM EXCHANGE	ORACLE ASCENSION COINS
Megalixir	1
Fire Crest	4
Ice Crest	4
Lightning Crest	4
Dark Crest	8
Mighty Guard	20
Stone Wall	30
Ribbon	40



Altissia – Sondonda

ITEM	EFFECT	PRICE (GIL)
Horn of Resolve	Increases the supported monster's attack	30,000
Horn of Tenacity	Increases the supported monster's defense	24,000
Horn of Cleansing	Cures the supported monster of status ailments	8,000
Horn of Madness	Increases the supported monster's strength, but decreases its defense	18,000

Lodgings

Stopping at a lodging offers a unique benefit in the form of a multiplier that grants bonus EXP, but you must always pay a fee in Gil for the privilege. Though this also means that you forgo the advantage of Ignis rustling up a stat-boosting dish, the additional experience can be quite significant if you have completed numerous sidequests since your last rest. Players seeking to level up their party as quickly as they can should take this into account as they plan their adventures.

To give your party the best possible preparation for the rigors of the endgame (and, more pressingly, the challenges of Chapter 15), the optimal time to exploit the EXP bonuses offered by lodgings begins after you reach Chapter 08. At that stage, a large number of sidequests are unlocked at once. Continue to Altissia until you obtain the "Call Umbra" function, which enables you to return to Lucis. The final step before you can begin power-leveling is to travel to Hammerhead and complete Cindy's "The Ever Illustrious Regalia" sidequest.

With the Regalia fitted with the Enhanced Headlights upgrade, you're all set to employ a profitable EXP-boosting exercise: complete as many sidequests as you can in Lucis in a single marathon session (ideally with an EXP bonus multiplier induced by a meal, such as the Fat Chocobo Triple-Decker available from Wiz Chocobo Post – see page 294), without resting, then go back to Altissia and bank your EXP with a stay at the Royal Suite in the Leville to claim the maximum x3 multiplier. As the 30,000 Gil fee for each stay is far from trivial, you'll obviously need to make extensive progress in sidequest completion to make the expense worthwhile.

A few additional tips for boosting EXP gains by staying at premium lodgings:

◇ If you spend a productive day of completing multiple sidequests before you reach Altissia, the x2 multiplier available at Quayside Cradle in Galdin Quay is a decent alternative for power-leveling.

◇ Be wary of actions that will advance the storyline to the next Chapter if you are planning to maximize EXP gains with a stay in lodgings: this can lead to accumulated EXP being banked automatically – with no multiplier whatsoever.

◇ Making camp at havens grants no EXP bonuses, so this is a poor choice for power-leveling. However, camping right after you have stayed at a lodging can be a great solution to enjoy both the EXP multiplier from a hotel and a stat-boosting meal.

◇ Though you could technically ignore *all* non-essential quests until you reach Chapter 08 to increase later EXP gains with marathon tours of Lucis before staying at the Royal Suite, bear in mind that there is a hard level cap of 99 – so it's not really necessary.

The following table provides all relevant details for every lodging you will encounter in the game.

NAME	PRICE (GIL)	EXP TALLY
Hammerhead (Caravan)	30	x1.2
Longwythe Rest Area – Three Z's Motel	300	x1.5
Galdin Quay (Caravan)	30	x1.2
Galdin Quay – The Quayside Cradle	10,000	x2.0
Prairie Outpost (Caravan)	30	x1.2
Coernix Station – Alstor (Caravan)	30	x1.2
Wiz Chocobo Post (Caravan)	30	x1.2
Coernix Station – Cauthess (Caravan)	30	x1.2
Cauthess Rest Area (Caravan)	30	x1.2
Taelpar Rest Area – Three Z's Motel	300	x1.5
Lestallum – The Leville	300	x1.5
Old Lestallum – Three Z's Motel	300	x1.5
Burbost Souvenir Emporium (Caravan)	30	x1.2
Verinas Mart – Ravatogh (Caravan)	30	x1.2
Meldacio Hunter HQ (Caravan)	30	x1.2
Cape Caem – Hidden Getaway	0	x1.0
Altissia – The Leville	500	x1.5
Altissia – The Leville (Royal Suite)	30,000	x3.0
Vagoni Albergo di Cartanica	30	x1.1
Tenebrae – Roues du Repos	30	x1.1

Bestiary

BESTIARY

This chapter documents every potential adversary that you may encounter over the course of your journey through Eos. Covering parameters, habitats, drops, and other notable characteristics, our enemy sheets will enable you to develop comprehensive strategies for even the most resilient foes, and track down all possible combat rewards.

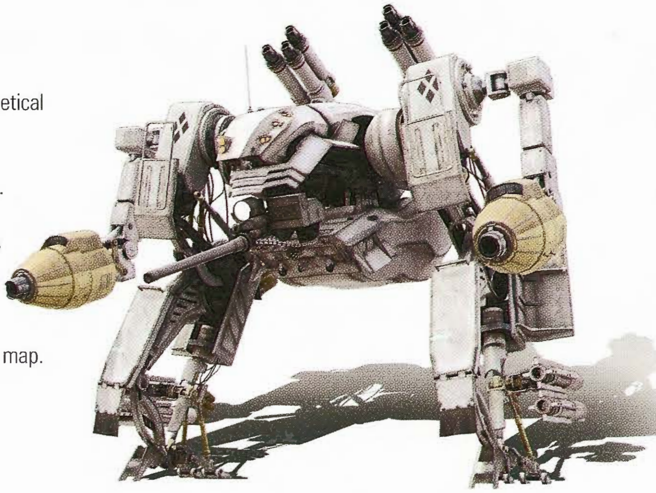
Before you dive in, take a moment to read the introductory section overleaf. This provides a breakdown of all the information contained on each enemy sheet, including abbreviations and other necessary terminology.



DIRECTORY

If you are seeking information on a specific monster, you can use this alphabetical directory to track it down with ease. The classification we use is as follows:

- **Beasts** are creatures available at any time of the day or during daylight hours.
- **Daemons** are generally encountered at night or in dark environments such as caves and dungeons.
- **Imperial Forces** are troops guarding specific places such as Niflheim bases. They can also be randomly dropped by landing crafts as you travel on the world map.
- **Bosses** are special enemies that appear during main quests.

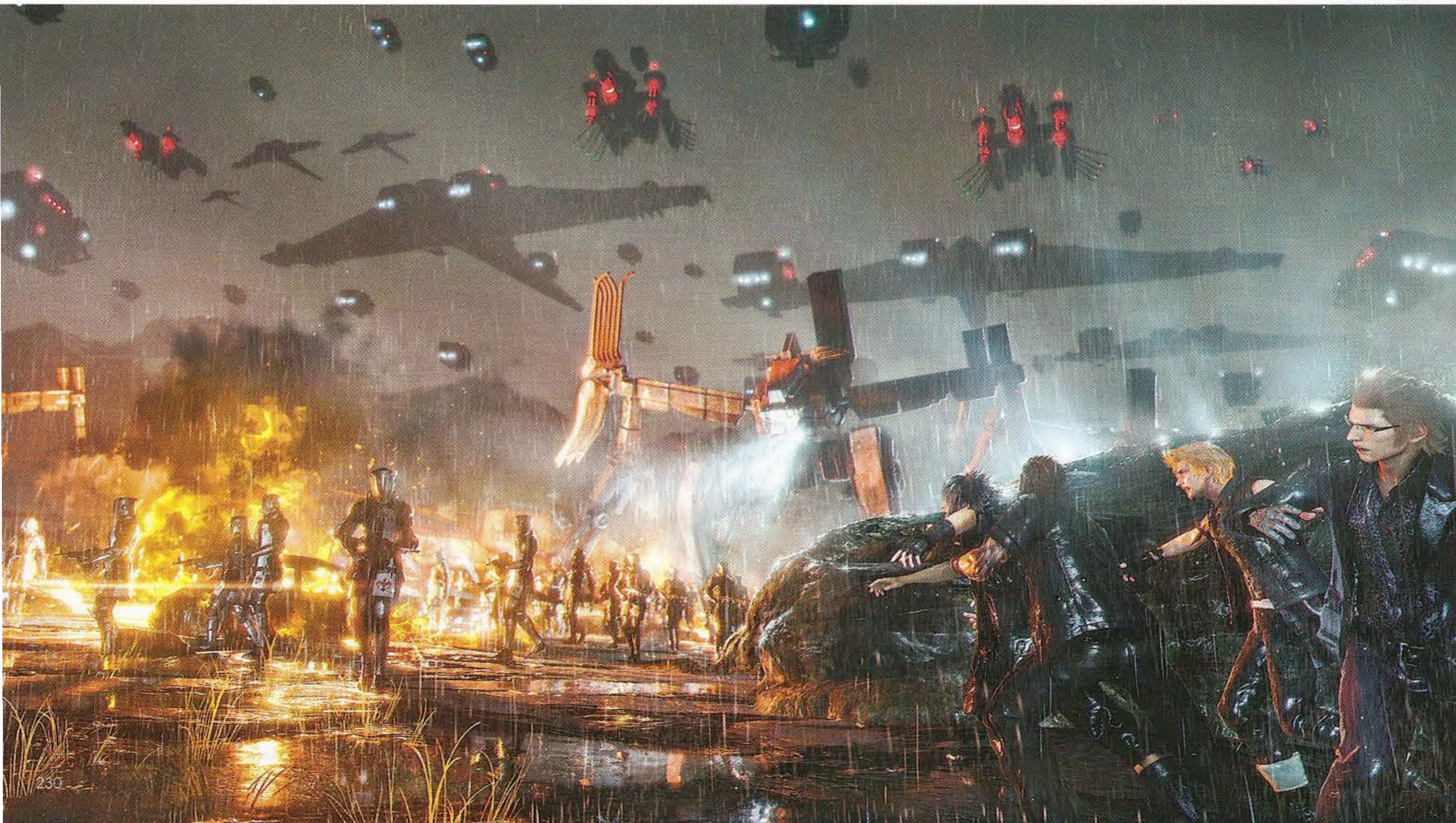


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ENEMY SHEET STRUCTURE

Each enemy sheet in this chapter is a compact container of attributes and descriptors. Be sure to read through this short presentation to learn what the contents of each sheet represent, and how you might use this information to inform your strategic approach.



1 IRON GIANT

2 ATTRIBUTES		Size	3
Level	30	HP	27,300
EXP	413	Strength	3,140
Libra	22	Vitality	137
Parry	Yes	Spirit	105

3 DROPS	Chance	Items
Primary	10%	Hi-Potion
Secondary	-	-
Appendage	-	-
Element	100%	Fire (12)

4 AVAILABILITY

Time 20:30 to 03:59

Natural Habitat Common; Duscae (Daurell Caverns); Cleigne (Steyliff Grove)

Quest Main Quest: Party of Three

5 STATUS AILMENTS Resistant to Instant Death

6

100%	120%	100%	100%	100%	120%	100%	50%	100%	100%	120%

7 NOTES Employs gravity-based (attractive) attacks. May invoke Tenacious and Stalwart statuses. Break effects: Vitality -40 (body/30%), Strength -30 (arms/30%).

1 IDENTIFICATION – The name of the enemy, and a render of its in-game appearance.

2 ATTRIBUTES – The enemy's primary stats:

- **Size** describes the approximate scale of each adversary (technically, each adversary's hit box) using a number: from 1 for the smallest enemies to 5 for the most colossal foes.
- **Level**, **HP**, **Vitality**, **Strength**, and **Spirit** are used to determine the creature's basic offensive and defensive parameters.
- **EXP** shows the number of base experience points rewarded for defeating this opponent.
- **Libra** indicates how long in seconds you need to lock on to a target in Wait Mode to unlock its intel. As a rule, the shorter the duration, the higher the success chance for Ignis's Analyze ability, and vice versa. A select number of enemies have an entry of "IMM": this indicates immunity to Libra and Analyze.
- **Parry** reveals whether this enemy has attacks that can be parried or not.

3 DROPS – A catalog of all other possible combat rewards from this opponent and the chances of receiving them.

- In addition to **primary** drops, some enemies have a chance of providing a **secondary** (and sometimes rare) item instead. Normal and secondary drops span mutually exclusive ranges on the probability spectrum; you can only acquire one. If the normal and rare drop chances are both 100%, you are guaranteed one or the other.
- **Appendages** are another source of conditional drops: break the corresponding body part, and you have a chance of receiving the item listed.
- Finally, if the party has the ability to absorb elemental energy from a defeated foe through an equipped weapon, the "**Element**" row lists the chance of doing so, as well as elemental type and number of units which will be obtained.

4 AVAILABILITY – The encounter conditions for this enemy. There are three general condition types:

- **Time** refers to the period of a given day when enemies can be encountered.
- **Natural Habitat** describes where enemies naturally spawn in particular areas by default: you do not need to be engaged with a specific quest to find them.
- **Quest** covers both main quests and sidequests (we have avoided all location spoilers by referring solely to the relevant names), as well as hunts. Each hunt entry is followed, in parentheses, by the location of the tipster that provides this hunt, not the location of the enemy itself. For a full list of all hunts and a map showing where the targets are found, turn to page 136.

5 STATUS AILMENTS – Indicates whether this enemy is resistant or immune to infliction of any or all of the following status ailments: Instant Death, Alterna, Poison, and Stop. See page 282 for details on status effects.

6 AFFINITIES – Values indicating the innate percentage modifier applicable to specific types of damage dealt to the enemy.

- A value equal to 100% indicates normal damage.
- A value greater than 100% indicates increased damage (displayed in orange in the game) – in other words, that the enemy has a weakness to that damage type.
- A value lower than 100% indicates reduced damage (displayed in purple in the game) – in other words, that the enemy has a resistance to that damage type.
- Enemies may also be completely immune to a damage type (**IMM**) or even absorb it (**ABS**), regaining HP instead of sustaining damage.

The damage types represented by each icon are as follows:

Weapons

Swords | Greatswords | Polearms | Daggers | Firearms | Shields | Machinery

Elements

Fire | Ice | Lightning | Light

7 NOTES – Summarizes important descriptive characteristics applicable to this enemy, such as any capabilities related to parameter enhancement, infliction of debilitating effects on party members, conditional modifiers, and any elementally imbued or otherwise special attacks that they may employ. You can use this to prepare your defense accordingly.

Our notes also offer any relevant information on the creature's body parts, and the consequences of breaking appendages.

- A body part modifier corresponds to a damage modifier that is unique to a specific body part. For example, you will often read: "Body part modifiers: -50% damage from weapons until broken (head)". This means that the monster in question takes 50% less damage when you target its head, and that this resistance disappears once you break that body part. As a general rule of thumb, body parts with such a modifier correspond to the ones you need to break to obtain the creature's appendage drop.
- A statement such as "Break effects: Strength -30% (head/15%)" means that the creature's head has a durability of 15% of its total HP, and that breaking the head causes its Strength to be reduced by 30%. You can find a complete explanation of the complex body parts and breakage system on page 284.







GARULET

ATTRIBUTES			
		Size	2
Level	4	HP	1,300
EXP	12	Strength	330
Libra	1.5	Vitality	53
Parry	Yes	Spirit	39

DROPS	Chance	Items
Primary	50%	Garula Sirloin
Secondary	-	-
Appendage	-	-
Element	30%	Ice (2)

AVAILABILITY **Time** 04:00 to 20:29

Natural Habitat Duscae (Alstor Slough, Disc of Cauthess)

Quest -

STATUS AILMENTS -

100%	120%	100%	100%	120%	100%	100%	120%	50%	100%	50%

NOTES Break effects: Vitality -30% (body/35%, rear/30%).



GARULA

ATTRIBUTES			
		Size	2
Level	10	HP	5,500
EXP	17	Strength	700
Libra	1.5	Vitality	66
Parry	Yes	Spirit	51

DROPS	Chance	Items
Primary	75%	Garula Sirloin
Secondary	-	-
Appendage	100%	Garula Tusk
Element	50%	Ice (4)

AVAILABILITY **Time** 04:00 to 20:29

Natural Habitat Duscae (Alstor Slough, Disc of Cauthess, south of the Cauthess Rest Area)

Quest -

STATUS AILMENTS -

100%	120%	100%	100%	120%	100%	100%	120%	50%	100%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (horn). Break effects: Strength -15% (horn/20%); Vitality -30% (body/30%, rear/20%).



GARULA

ATTRIBUTES			
		Size	2
Level	10	HP	17,900
EXP	17	Strength	1,010
Libra	1.5	Vitality	88
Parry	-	Spirit	68

DROPS	Chance	Items
Primary	75%	Garula Sirloin
Secondary	-	-
Appendage	100%	Garula Tusk
Element	50%	Ice (4)

AVAILABILITY **Time** 04:00 to 20:29

Natural Habitat -

Quest Hunts: Reign Triumphant (Coernix Station - Alstor), Galloping Garulas (Coernix Station - Alstor)

STATUS AILMENTS -

100%	120%	100%	100%	120%	100%	100%	120%	50%	100%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (horn). Break effects: Strength -15% (horn/20%); Vitality -30% (body/30%, rear/20%).



GREEN GARULA

ATTRIBUTES			
		Size	2
Level	12	HP	19,300
EXP	27	Strength	1,250
Libra	1.5	Vitality	102
Parry	Yes	Spirit	73

DROPS	Chance	Items
Primary	75%	Garula Sirloin
Secondary	-	-
Appendage	100%	Garula Tusk
Element	50%	Ice (5)

AVAILABILITY **Time** 04:00 to 20:29

Natural Habitat -

Quest Hunt: Galloping Garulas (Coernix Station - Alstor)

STATUS AILMENTS Resistant to Instant Death

100%	120%	100%	100%	120%	100%	100%	120%	50%	100%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (horn). Break effects: Strength -15% (horn/20%); Vitality -30% (body/30%, rear/20%).



GARULESSA

ATTRIBUTES			
		Size	2
Level	32	HP	35,000
EXP	227	Strength	4,880
Libra	10	Vitality	136
Parry	Yes	Spirit	97

DROPS	Chance	Items
Primary	75%	Garula Fur
Secondary	-	-
Appendage	100%	Great Garula Tusk
Element	100%	Ice (8)

AVAILABILITY **Time** 04:00 to 20:29

Natural Habitat Duscae (Alstor Slough, Disc of Cauthess)

Quest -

STATUS AILMENTS Resistant to Instant Death, immune to Alterna

100%	120%	100%	100%	100%	100%	120%	120%	50%	100%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (horn). Break effects: Strength -15% (horn/20%); Vitality -30% (body/30%, rear/20%).



GARULESSA

ATTRIBUTES			
		Size	2
Level	32	HP	74,000
EXP	227	Strength	6,130
Libra	10	Vitality	193
Parry	Yes	Spirit	138

DROPS	Chance	Items
Primary	75%	Garula Fur
Secondary	-	-
Appendage	100%	Great Garula Tusk
Element	50%	Ice (6)

AVAILABILITY **Time** 04:00 to 20:29

Natural Habitat -

Quest Hunt: Reign Triumphant (Coernix Station - Alstor)

STATUS AILMENTS Resistant to Instant Death, immune to Alterna

100%	120%	100%	100%	100%	100%	120%	120%	50%	100%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (horn). Break effects: Strength -15% (horn/20%); Vitality -30% (body/30%, rear/20%).

BLOODHORN



ATTRIBUTES			
		Size	2
Level	2	HP	9,100
EXP	71	Strength	240
Libra	10	Vitality	42
Parry	Yes	Spirit	36

DROPS	Chance	Items
Primary	100%	Hardened Hoof
Secondary	-	-
Appendage	-	-
Element	100%	Lightning (16)
Time		Anytime

AVAILABILITY
Natural Habitat -
Quest Main Quest: The Mutant Maurader

STATUS AILMENTS Resistant to Instant Death and Stop

100%	100%	120%	100%	100%	120%	100%	250%	50%	100%	100%

NOTES Employs attacks that reduce maximum HP. Body part modifiers: -50% damage from weapons until broken (horn). Break effects: Strength -15% (horn/20%); Vitality -30% (body/30%, rear/20%).

DUALHORN



ATTRIBUTES			
		Size	2
Level	12	HP	11,100
EXP	30	Strength	750
Libra	3	Vitality	77
Parry	Yes	Spirit	64

DROPS	Chance	Items
Primary	75%	Hardened Hoof
Secondary	-	-
Appendage	100%	Hairy Horn
Element	50%	Ice (5)
Time		04:00 to 20:29

AVAILABILITY
Natural Habitat Leide (east of Hammerhead, south and east of The Three Valleys, around Longwythe Peak)
Quest -

STATUS AILMENTS -

100%	100%	120%	100%	100%	120%	100%	120%	50%	100%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (horn). Break effects: Strength -15% (horn/20%); Vitality -30% (body/30%, rear/20%).

DUALHORN



ATTRIBUTES			
		Size	2
Level	12	HP	15,300
EXP	30	Strength	910
Libra	3	Vitality	93
Parry	Yes	Spirit	76

DROPS	Chance	Items
Primary	75%	Hardened Hoof
Secondary	-	-
Appendage	100%	Hairy Horn
Element	50%	Ice (5)
Time		Anytime

AVAILABILITY
Natural Habitat -
Quest Hunt: Beast Over Brawn (Longwythe Rest Area)

STATUS AILMENTS -

100%	100%	120%	100%	100%	120%	100%	120%	50%	100%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (horn). Break effects: Strength -15% (horn/20%); Vitality -30% (body/30%, rear/20%).

DUALHORN



ATTRIBUTES			
		Size	2
Level	23	HP	16,000
EXP	110	Strength	1,570
Libra	3	Vitality	106
Parry	Yes	Spirit	82

DROPS	Chance	Items
Primary	100%	Dualhorn Steak
Secondary	-	-
Appendage	50%	Giant Hairy Horn
Element	50%	Ice (5)
Time		04:00 to 20:29

AVAILABILITY
Natural Habitat Leide (east of Hammerhead, south and east of The Three Valleys, around Longwythe Peak)
Quest -

STATUS AILMENTS -

100%	100%	120%	100%	100%	120%	100%	120%	50%	100%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (horn). Break effects: Strength -15% (horn/20%); Vitality -30% (body/30%, rear/20%).

DUALHORN



ATTRIBUTES			
		Size	2
Level	23	HP	22,000
EXP	110	Strength	1,900
Libra	3	Vitality	127
Parry	Yes	Spirit	99

DROPS	Chance	Items
Primary	100%	Dualhorn Steak
Secondary	-	-
Appendage	50%	Giant Hairy Horn
Element	50%	Ice (5)
Time		Anytime

AVAILABILITY
Natural Habitat -
Quest Hunt: Horned Hunting Hazards (Taelpar Rest Area)

STATUS AILMENTS -

100%	100%	120%	100%	100%	120%	100%	120%	50%	100%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (horn). Break effects: Strength -15% (horn/20%); Vitality -30% (body/30%, rear/20%).

GRANDHORN



ATTRIBUTES			
		Size	2
Level	27	HP	53,000
EXP	107	Strength	3,120
Libra	3	Vitality	190
Parry	Yes	Spirit	147

DROPS	Chance	Items
Primary	100%	Hardened Hoof
Secondary	-	-
Appendage	75%	Giant Hairy Horn
Element	50%	Ice (5)
Time		Anytime

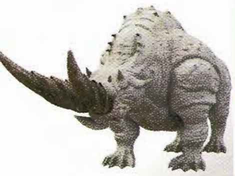
AVAILABILITY
Natural Habitat -
Quest Hunt: Beast Over Brawn (Longwythe Rest Area)

STATUS AILMENTS Highly resistant to Instant Death, resistant to Alterna

100%	100%	120%	100%	100%	120%	100%	120%	50%	100%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (horn). Break effects: Strength -15% (horn/20%); Vitality -30% (body/30%, rear/20%).

ASHENHORN



ATTRIBUTES			
		Size	2
Level	39	HP	73,400
EXP	220	Strength	7,670
Libra	3	Vitality	220
Parry	Yes	Spirit	167

DROPS	Chance	Items
Primary	100%	Hardened Hoof
Secondary	-	-
Appendage	100%	Giant Hairy Horn
Element	50%	Ice (5)
Time		Anytime

AVAILABILITY
Natural Habitat -
Quest Hunt: Rookie Hunter Tragedy (Hammerhead)

STATUS AILMENTS Highly resistant to Instant Death, resistant to Alterna

100%	100%	120%	100%	100%	120%	100%	120%	50%	100%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (horn). Break effects: Strength -15% (horn/20%); Vitality -30% (body/30%, rear/20%).

ASPIDOCHELON



ATTRIBUTES			
		Size	3
Level	62	HP	162,500
EXP	1,152	Strength	32,040
Libra	10	Vitality	267
Parry	Yes	Spirit	200

DROPS	Chance	Items
Primary	100%	Thick Hide
Secondary	-	-
Appendage	100%	Worn Incisor
Element	100%	Ice (8)
Time		Anytime

AVAILABILITY
Natural Habitat -
Quest Hunt: Starving Beast Seeks Food (Old Lestallum)

STATUS AILMENTS Resistant to Instant Death, Alterna, and Poison

100%	100%	100%	120%	100%	100%	120%	100%	50%	100%	50%

NOTES Capable of inflicting Poison status. Body part modifiers: -50% damage from weapons until broken (horn). Break effects: Strength -15% (horn/20%); Vitality -30% (body/30%, rear/15%).

SABERTUSK



ATTRIBUTES			
		Size	1
Level	2	HP	800
EXP	4	Strength	260
Libra	1.5	Vitality	35
Parry	Yes	Spirit	33

DROPS	Chance	Items
Primary	50%	Sabertusk Claw
Secondary	-	-
Appendage	-	-
Element	30%	Fire (2)
Time		04:00 to 20:29

AVAILABILITY
Natural Habitat Leide (Hammerhead region, Weaverwilds region, Longwythe Peak region, Keycatrich battlefield)
Quest -

STATUS AILMENTS -

100%	100%	100%	120%	120%	100%	100%	50%	120%	100%	50%

NOTES Break effects: Vitality -15% (body/60%).

ALPHATUSK



ATTRIBUTES			
		Size	1
Level	2	HP	800
EXP	4	Strength	260
Libra	1.5	Vitality	35
Parry	Yes	Spirit	33

DROPS	Chance	Items
Primary	100%	Sabertusk Claw
Secondary	-	-
Appendage	-	-
Element	30%	Fire (2)
Time		Anytime

AVAILABILITY
Natural Habitat -
Quest Main Quest: Hunter Becomes the Hunted

STATUS AILMENTS -

100%	100%	100%	120%	120%	100%	100%	50%	120%	100%	50%

NOTES Break effects: Vitality -15% (body/60%).

SABERTUSK



ATTRIBUTES			
		Size	1
Level	2	HP	900
EXP	4	Strength	260
Libra	1.5	Vitality	40
Parry	Yes	Spirit	38

DROPS	Chance	Items
Primary	100%	Sabertusk Claw
Secondary	-	-
Appendage	-	-
Element	30%	Fire (2)
Time		Anytime

AVAILABILITY
Natural Habitat -
Quest Hunt: Howling Wind of Hunger (Hammerhead)

STATUS AILMENTS -

100%	100%	100%	120%	120%	100%	100%	50%	120%	100%	50%

NOTES Break effects: Vitality -15% (body/60%).

FLEXITUSK



ATTRIBUTES			
		Size	1
Level	7	HP	8,400
EXP	10	Strength	600
Libra	1.5	Vitality	69
Parry	Yes	Spirit	65

DROPS	Chance	Items
Primary	100%	Sabertusk Claw
Secondary	-	-
Appendage	-	-
Element	30%	Fire (2)
Time		Anytime

AVAILABILITY
Natural Habitat -
Quest Hunt: Gorgers in the Dust (Hammerhead)

STATUS AILMENTS Resistant to Instant Death

100%	100%	100%	120%	120%	100%	100%	50%	120%	100%	50%

NOTES Break effects: Vitality -15% (body/60%).



VORETOOTH

ATTRIBUTES		Size	1
Level	12	HP	2,100
EXP	20	Strength	600
Libra	1.5	Vitality	57
Parry	Yes	Spirit	56

DROPS	Chance	Items
Primary	50%	Voretooth Bristles
Secondary	-	-
Appendage	-	-
Element	30%	Fire (2)

AVAILABILITY Time: Anytime
Natural Habitat Duscae (Alstor Slough, Disc of Cauthess, Taelpar region)
Quest -
STATUS AILMENTS Resistant to Poison

100%	100%	120%	100%	100%	120%	100%	50%	120%	100%	50%

NOTES Capable of inflicting Poison status. Break effects: Vitality -15% (body/60%).



VORETOOTH

ATTRIBUTES		Size	1
Level	12	HP	11,300
EXP	20	Strength	810
Libra	1.5	Vitality	67
Parry	Yes	Spirit	65

DROPS	Chance	Items
Primary	50%	Voretooth Bristles
Secondary	-	-
Appendage	-	-
Element	30%	Fire (2)

AVAILABILITY Time: Anytime
Natural Habitat -
Quest Hunt: Red in Tooth and Claw (Wiz Chocobo Post)
STATUS AILMENTS Resistant to Poison

100%	100%	120%	100%	100%	120%	100%	50%	120%	100%	50%

NOTES Capable of inflicting Poison status. Break effects: Vitality -15% (body/60%).



VORETOOTH

ATTRIBUTES		Size	1
Level	68	HP	13,200
EXP	504	Strength	19,780
Libra	1.5	Vitality	120
Parry	Yes	Spirit	105

DROPS	Chance	Items
Primary	50%	Sharp Bristles
Secondary	-	-
Appendage	-	-
Element	30%	Fire (2)

AVAILABILITY Time: Anytime
Natural Habitat Duscae (Daurell Caverns maze - Chapter 15)
Quest -
STATUS AILMENTS Resistant to Alterna and Poison

100%	100%	120%	100%	100%	120%	100%	50%	120%	100%	50%

NOTES Capable of inflicting Poison status. Break effects: Vitality -15% (body/60%).



VORETOOTH

ATTRIBUTES		Size	1
Level	72	HP	14,800
EXP	553	Strength	22,300
Libra	1.5	Vitality	121
Parry	Yes	Spirit	107

DROPS	Chance	Items
Primary	75%	Sharp Bristles
Secondary	-	-
Appendage	-	-
Element	30%	Fire (2)

AVAILABILITY Time: Anytime
Natural Habitat Leide (Balouve Mines maze - Chapter 15)
Quest -
STATUS AILMENTS Resistant to Alterna and Poison

100%	100%	120%	100%	100%	120%	100%	50%	120%	100%	50%

NOTES Capable of inflicting Poison status. Break effects: Vitality -15% (body/60%).



YELLOWTOOTH

ATTRIBUTES		Size	1
Level	14	HP	12,000
EXP	25	Strength	920
Libra	1.5	Vitality	71
Parry	Yes	Spirit	68

DROPS	Chance	Items
Primary	75%	Voretooth Bristles
Secondary	-	-
Appendage	-	-
Element	30%	Fire (2)

AVAILABILITY Time: Anytime
Natural Habitat -
Quest Hunt: Beasts Wallow in the Wetlands (Coernix Station - Alstor)
STATUS AILMENTS Resistant to Instant Death and Poison

100%	100%	120%	100%	100%	120%	100%	50%	120%	100%	50%

NOTES Capable of inflicting Poison status. Break effects: Vitality -15% (body/60%).



SABERCLAW

ATTRIBUTES		Size	1
Level	12	HP	4,600
EXP	19	Strength	690
Libra	1.5	Vitality	61
Parry	Yes	Spirit	59

DROPS	Chance	Items
Primary	25%	Curved Fang
Secondary	-	-
Appendage	-	-
Element	30%	Fire (2)

AVAILABILITY Time: Anytime
Natural Habitat Cleigne (north and south of Lestallum, Wennath Riverhead, Dynneldale)
Quest -
STATUS AILMENTS -

100%	100%	100%	100%	120%	100%	120%	50%	120%	100%	50%

NOTES Break effects: Vitality -15% (body/60%).



MEGALOCLAW

ATTRIBUTES		Size	1
Level	30	HP	27,700
EXP	82	Strength	3,370
Libra	1.5	Vitality	122
Parry	Yes	Spirit	110

DROPS	Chance	Items
Primary	50%	Crimson Tongue
Secondary	-	-
Appendage	-	-
Element	30%	Fire (2)

AVAILABILITY Time: Anytime
Natural Habitat -
Quest Hunt: They Came Back from the Mountain (Lestallum, Thoroughfare)
STATUS AILMENTS Resistant to Instant Death

100%	100%	100%	100%	120%	100%	120%	50%	120%	100%	50%

NOTES Break effects: Vitality -15% (body/60%).



FALXFANG

ATTRIBUTES		Size	1
Level	28	HP	7,800
EXP	72	Strength	2,040
Libra	1.5	Vitality	90
Parry	Yes	Spirit	81

DROPS	Chance	Items
Primary	50%	Crimson Tongue
Secondary	-	-
Appendage	-	-
Element	30%	Fire (2)

AVAILABILITY Time: 04:00 to 20:29
Natural Habitat Cartanica (Fodina Caestino)
Quest Main Quest: The Hand of the King
STATUS AILMENTS -

120%	100%	100%	100%	120%	100%	100%	50%	120%	100%	50%

NOTES Break effects: Vitality -15% (body/60%).



SABERCLAW

ATTRIBUTES		Size	1
Level	12	HP	11,300
EXP	19	Strength	810
Libra	1.5	Vitality	67
Parry	Yes	Spirit	65

DROPS	Chance	Items
Primary	25%	Curved Fang
Secondary	-	-
Appendage	-	-
Element	30%	Fire (2)

AVAILABILITY Time: Anytime
Natural Habitat -
Quest Hunt: Secure the Mountain Pass (Lestallum, Thoroughfare)
STATUS AILMENTS -

100%	100%	100%	100%	120%	100%	120%	50%	120%	100%	50%

NOTES Break effects: Vitality -15% (body/60%).



HAVOCFANG

ATTRIBUTES		Size	1
Level	22	HP	3,100
EXP	52	Strength	1,190
Libra	1.5	Vitality	78
Parry	Yes	Spirit	71

DROPS	Chance	Items
Primary	50%	Havocfang Hide
Secondary	-	-
Appendage	-	-
Element	30%	Fire (2)

AVAILABILITY Time: Anytime
Natural Habitat Cleigne (Fort Vaullerey region)
Quest -
STATUS AILMENTS -

100%	120%	100%	120%	100%	100%	100%	50%	120%	100%	50%

NOTES Capable of inflicting Confusion status. Break effects: Vitality -15% (body/60%).



HAVOCFANG

ATTRIBUTES		Size	1
Level	79	HP	17,400
EXP	731	Strength	27,580
Libra	1.5	Vitality	126
Parry	Yes	Spirit	109

DROPS	Chance	Items
Primary	50%	Beautiful Hide
Secondary	-	-
Appendage	-	-
Element	30%	Fire (2)

AVAILABILITY Time: Anytime
Natural Habitat Leide (Crestholm Channels maze - Chapter 15); Duscae (Costlemark Tower maze - Chapter 15); Cleigne (Steyliff Grove maze - Chapter 15)
Quest -
STATUS AILMENTS Resistant to Alterna

100%	120%	100%	120%	100%	100%	100%	50%	120%	100%	50%

NOTES Capable of inflicting Confusion status. Break effects: Vitality -15% (body/60%).



MUSHUSSU

ATTRIBUTES		Size	1
Level	24	HP	7,500
EXP	75	Strength	1,760
Libra	1.5	Vitality	87
Parry	Yes	Spirit	79

DROPS	Chance	Items
Primary	50%	Scaled Skin
Secondary	-	-
Appendage	50%	Barbed Poison Needle
Element	50%	Fire (3)

AVAILABILITY Time: Anytime
Natural Habitat Cleigne (Vesperpool region, The Myrlwood)
Quest -
STATUS AILMENTS Resistant to Poison

100%	100%	120%	100%	100%	120%	100%	50%	120%	100%	50%

NOTES Capable of inflicting Poison status. Break effects: Vitality -30% (body/35%, tail/25%).



MUSHUSSU

ATTRIBUTES		Size	1
Level	24	HP	24,900
EXP	75	Strength	2,510
Libra	1.5	Vitality	116
Parry	Yes	Spirit	106

DROPS	Chance	Items
Primary	50%	Scaled Skin
Secondary	-	-
Appendage	50%	Barbed Poison Needle
Element	50%	Fire (3)
Time		Anytime

AVAILABILITY

Natural Habitat -

Quest Hunt: Hunter HQ Line of Defense (Meldacio Hunter HQ)

STATUS AILMENTS Resistant to Poison

100%	100%	120%	100%	100%	120%	100%	50%	120%	100%	50%

NOTES Capable of inflicting Poison status. Break effects: Vitality -30% (body/35%, tail/25%).



MUSHMAHHU

ATTRIBUTES		Size	1
Level	42	HP	43,000
EXP	222	Strength	9,970
Libra	1.5	Vitality	146
Parry	Yes	Spirit	130

DROPS	Chance	Items
Primary	100%	Scaled Skin
Secondary	-	-
Appendage	100%	Barbed Poison Needle
Element	50%	Fire (3)
Time		Anytime

AVAILABILITY

Natural Habitat -

Quest Hunt: Hunter HQ Line of Defense (Meldacio Hunter HQ)

STATUS AILMENTS Resistant to Instant Death, Alterna, and Poison

100%	100%	120%	100%	100%	120%	100%	50%	120%	100%	50%

NOTES Capable of inflicting Poison status. Break effects: Vitality -30% (body/35%, tail/25%).



COEURL

ATTRIBUTES		Size	1
Level	34	HP	24,400
EXP	353	Strength	3,900
Libra	3	Vitality	91
Parry	Yes	Spirit	112

DROPS	Chance	Items
Primary	50%	Coeurl Whiskers
Secondary	-	-
Appendage	-	-
Element	100%	Lightning (8)
Time		Anytime

AVAILABILITY

Natural Habitat Leide (north region); Duscae (Mencemoor region, southwest region)

Quest -

STATUS AILMENTS Resistant to Alterna

120%	100%	100%	120%	100%	100%	100%	120%	100%	IMM	50%

NOTES Employs Lightning-elemental attacks capable of inflicting Shocked status. Capable of causing Instant Death. Break effects: Vitality -15% (body/60%).



COEURL

ATTRIBUTES		Size	1
Level	34	HP	33,700
EXP	353	Strength	4,700
Libra	3	Vitality	109
Parry	Yes	Spirit	134

DROPS	Chance	Items
Primary	50%	Coeurl Whiskers
Secondary	-	-
Appendage	-	-
Element	100%	Lightning (8)
Time		04:00 to 20:29

AVAILABILITY

Natural Habitat -

Quest Hunt: Hunters of Secullam Pass (Taelpar Rest Area)

STATUS AILMENTS Resistant to Alterna

120%	100%	100%	120%	100%	100%	100%	120%	100%	IMM	50%

NOTES Employs Lightning-elemental attacks capable of inflicting Shocked status. Capable of causing Instant Death. Break effects: Vitality -15% (body/60%).



COEURL

ATTRIBUTES		Size	1
Level	71	HP	78,400
EXP	2,136	Strength	28,990
Libra	3	Vitality	122
Parry	Yes	Spirit	146

DROPS	Chance	Items
Primary	50%	Strong Whiskers
Secondary	-	-
Appendage	-	-
Element	100%	Lightning (12)
Time		Anytime

AVAILABILITY

Natural Habitat Duscae (Daurell Caverns maze - Chapter 15)

Quest -

STATUS AILMENTS Resistant to Alterna

120%	100%	100%	120%	100%	100%	100%	120%	100%	IMM	50%

NOTES Employs Lightning-elemental attacks capable of inflicting Shocked status. Capable of causing Instant Death. Break effects: Vitality -15% (body/60%).



ELDER COEURL

ATTRIBUTES		Size	1
Level	63	HP	59,600
EXP	1,328	Strength	22,250
Libra	3	Vitality	136
Parry	Yes	Spirit	121

DROPS	Chance	Items
Primary	100%	Coeurl Whiskers
Secondary	-	-
Appendage	-	-
Element	100%	Lightning (10)
Time		Anytime

AVAILABILITY

Natural Habitat Cleigne (Glacial Grotto maze - Chapter 15)

Quest -

STATUS AILMENTS Highly resistant to Instant Death, immune to Alterna

120%	100%	100%	120%	100%	100%	100%	120%	100%	IMM	50%

NOTES Employs Lightning-elemental attacks capable of inflicting Shocked status. Capable of causing Instant Death. Break effects: Vitality -15% (body/60%).



ELDER COEURL

ATTRIBUTES		Size	1
Level	63	HP	170,300
EXP	1,328	Strength	33,490
Libra	3	Vitality	232
Parry	Yes	Spirit	205

DROPS	Chance	Items
Primary	100%	Coeurl Whiskers
Secondary	-	-
Appendage	-	-
Element	100%	Lightning (10)
Time		04:00 to 20:29

AVAILABILITY

Natural Habitat -

Quest Hunt: Old Denizens of the Woods (Taelpar Rest Area)

STATUS AILMENTS Highly resistant to Instant Death, immune to Alterna

120%	100%	100%	120%	100%	100%	100%	120%	100%	IMM	50%

NOTES Employs Lightning-elemental attacks capable of inflicting Shocked status. Capable of causing Instant Death. Break effects: Vitality -15% (body/60%).



ELDER COEURL

ATTRIBUTES		Size	1
Level	93	HP	123,000
EXP	3,578	Strength	52,080
Libra	3	Vitality	154
Parry	Yes	Spirit	135

DROPS	Chance	Items
Primary	50%	Strong Whiskers
Secondary	-	-
Appendage	-	-
Element	100%	Lightning (16)
Time		Anytime

AVAILABILITY

Natural Habitat Duscae (Costlemark Tower maze - Chapter 15)

Quest -

STATUS AILMENTS Resistant to Alterna

120%	100%	100%	120%	100%	100%	100%	IMM	IMM	IMM	50%

NOTES Employs Lightning-elemental attacks capable of inflicting Shocked status. Capable of causing Instant Death. Break effects: Vitality -15% (body/60%).



MESMENIR

ATTRIBUTES		Size	2
Level	5	HP	2,900
EXP	6	Strength	420
Libra	1.5	Vitality	57
Parry	Yes	Spirit	50

DROPS	Chance	Items
Primary	80%	Hard Whiskers
Secondary	-	-
Appendage	50%	Mesmenir Horn
Element	50%	Ice (3)
Time		Anytime

AVAILABILITY

Natural Habitat Leide (Hammerhead region, south of the Longwythe Rest Area)

Quest -

STATUS AILMENTS -

100%	120%	100%	120%	100%	100%	100%	120%	50%	100%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (head). Break effects: Strength -15% (head/20%); Vitality -15% (body/30%).



MESMENIR

ATTRIBUTES		Size	2
Level	5	HP	6,900
EXP	6	Strength	500
Libra	1.5	Vitality	63
Parry	Yes	Spirit	55

DROPS	Chance	Items
Primary	80%	Hard Whiskers
Secondary	-	-
Appendage	50%	Mesmenir Horn
Element	50%	Ice (3)
Time		04:00 to 20:29

AVAILABILITY

Natural Habitat -

Quest Hunts: Varmints of the Wastelands (Hammerhead), The Hunter-Slaying Herd (Longwythe Rest Area)

STATUS AILMENTS -

100%	120%	100%	120%	100%	100%	100%	120%	50%	100%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (head). Break effects: Strength -15% (head/20%); Vitality -15% (body/30%).





MAGNANIR

ATTRIBUTES			
Level	8	Size	2
EXP	21	HP	16,500
Libra	1.5	Strength	930
Parry	Yes	Vitality	83
		Spirit	76

DROPS	Chance	Items
Primary	60%	Hard Whiskers
Secondary	-	-
Appendage	100%	Mesmenir Horn
Element	50%	Ice (3)
Time		04:00 to 20:29

AVAILABILITY
Natural Habitat -

Quest Hunt: The Hunter-Slaying Herd (Longwythe Rest Area)

STATUS AILMENTS Resistant to Instant Death

100%	120%	100%	120%	100%	100%	100%	120%	50%	100%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (head). Break effects: Strength -15% (head/20%); Vitality -15% (body/30%).



ANAK CALF

ATTRIBUTES			
Level	3	Size	2
EXP	8	HP	2,700
Libra	1.5	Strength	370
Parry	Yes	Vitality	54
		Spirit	40

DROPS	Chance	Items
Primary	25%	Anak Meat
Secondary	-	-
Appendage	-	-
Element	50%	Ice (3)
Time		04:00 to 20:29

AVAILABILITY
Natural Habitat Leide (north region); Duscae (Lake Alstor)

Quest -

STATUS AILMENTS -

100%	120%	120%	100%	100%	100%	100%	100%	50%	120%	50%

NOTES Break effects: Vitality -30% (horn/20%, body/20%, hindlegs/25%).



ANAK

ATTRIBUTES			
Level	9	Size	2
EXP	16	HP	12,400
Libra	3	Strength	790
Parry	Yes	Vitality	72
		Spirit	55

DROPS	Chance	Items
Primary	50%	Anak Meat
Secondary	-	-
Appendage	-	-
Element	50%	Ice (3)
Time		04:00 to 20:29

AVAILABILITY
Natural Habitat Leide (north region); Duscae (Lake Alstor)

Quest -

STATUS AILMENTS -

100%	120%	120%	100%	100%	100%	100%	100%	50%	120%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (horn). Break effects: Strength -15% (horn/20%); Vitality -30% (body/25%, hindlegs/25%).



ANAK

ATTRIBUTES			
Level	9	Size	3
EXP	16	HP	17,400
Libra	3	Strength	960
Parry	Yes	Vitality	87
		Spirit	67

DROPS	Chance	Items
Primary	50%	Anak Meat
Secondary	-	-
Appendage	-	-
Element	50%	Ice (3)
Time		04:00 to 20:29

AVAILABILITY
Natural Habitat -

Quest Hunt: Bounty-Hunted Beauties (Hammerhead)

STATUS AILMENTS -

100%	120%	120%	100%	100%	100%	100%	100%	50%	120%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (horn). Break effects: Strength -15% (horn/20%); Vitality -30% (body/25%, hindlegs/25%).



ANAK STAG

ATTRIBUTES			
Level	22	Size	2
EXP	30	HP	19,400
Libra	3	Strength	1,870
Parry	Yes	Vitality	100
		Spirit	73

DROPS	Chance	Items
Primary	75%	Anak Fetlock
Secondary	-	-
Appendage	50%	Anak Antlers
Element	50%	Ice (3)
Time		04:00 to 20:29

AVAILABILITY
Natural Habitat Leide (north region); Duscae (Lake Alstor)

Quest -

STATUS AILMENTS -

100%	120%	120%	100%	100%	100%	100%	100%	50%	120%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (horn). Break effects: Strength -15% (horn/20%); Vitality -30% (body/25%, hindlegs/25%).



ANAKLABAN

ATTRIBUTES			
Level	22	Size	2
EXP	74	HP	57,100
Libra	3	Strength	2,850
Parry	Yes	Vitality	171
		Spirit	124

DROPS	Chance	Items
Primary	100%	Anak Fetlock
Secondary	-	-
Appendage	50%	Great Anak Antlers
Element	50%	Ice (3)
Time		04:00 to 20:29

AVAILABILITY
Natural Habitat -

Quest Hunt: Wild Beauties (Hammerhead)

STATUS AILMENTS Highly resistant to Instant Death, resistant to Alterna

100%	120%	120%	100%	100%	100%	100%	100%	50%	120%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (horn). Break effects: Strength -15% (horn/20%); Vitality -30% (body/25%, hindlegs/25%).



ANAKADOM

ATTRIBUTES			
Level	28	Size	2
EXP	115	HP	66,200
Libra	3	Strength	4,640
Parry	Yes	Vitality	185
		Spirit	133

DROPS	Chance	Items
Primary	100%	Anak Fetlock
Secondary	-	-
Appendage	100%	Great Anak Antlers
Element	50%	Ice (3)
Time		04:00 to 20:29

AVAILABILITY
Natural Habitat -

Quest Hunt: Bounty-Hunted Beauties (Hammerhead)

STATUS AILMENTS Highly resistant to Instant Death, resistant to Alterna

100%	120%	120%	100%	100%	100%	100%	100%	50%	120%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (horn). Break effects: Strength -15% (horn/20%); Vitality -30% (body/25%, hindlegs/25%).



ARBA

ATTRIBUTES			
Level	28	Size	3
EXP	128	HP	28,800
Libra	10	Strength	3,180
Parry	Yes	Vitality	126
		Spirit	108

DROPS	Chance	Items
Primary	25%	Arba Spur
Secondary	-	-
Appendage	10%	Giant Curlhorn
Element	50%	Ice (3)
Time		04:00 to 20:29

AVAILABILITY
Natural Habitat Duscae (Disc of Cauthess region, Mencemoor region); Cleigne (north region)

Quest -

STATUS AILMENTS Resistant to Instant Death

120%	100%	100%	100%	100%	100%	120%	100%	50%	120%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (horn). Break effects: Strength -15% (horn/20%); Vitality -30% (body/25%, hindlegs/25%).



ARBAGADOL

ATTRIBUTES			
Level	31	Size	3
EXP	138	HP	31,000
Libra	10	Strength	4,140
Parry	Yes	Vitality	131
		Spirit	111

DROPS	Chance	Items
Primary	100%	Arba Spur
Secondary	-	-
Appendage	100%	Giant Curlhorn
Element	50%	Ice (4)
Time		04:00 to 20:29

AVAILABILITY
Natural Habitat -

Quest Hunt: Off with Their Heads! (Lestallum, Market)

STATUS AILMENTS Resistant to Instant Death and Alterna

120%	100%	100%	100%	100%	100%	120%	100%	50%	120%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (horn). Break effects: Strength -15% (horn/20%); Vitality -30% (body/25%, hindlegs/25%).



ARBA

ATTRIBUTES			
Level	28	Size	3
EXP	128	HP	61,800
Libra	10	Strength	4,000
Parry	Yes	Vitality	178
		Spirit	153

DROPS	Chance	Items
Primary	25%	Arba Spur
Secondary	-	-
Appendage	10%	Giant Curlhorn
Element	50%	Ice (3)
Time		04:00 to 20:29

AVAILABILITY
Natural Habitat -

Quest Hunts: Long Necks on the Plains (Lestallum, Thoroughfare), Off with Their Heads! (Lestallum, Market)

STATUS AILMENTS Resistant to Instant Death

120%	100%	100%	100%	100%	100%	120%	100%	50%	120%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (horn). Break effects: Strength -15% (horn/20%); Vitality -30% (body/25%, hindlegs/25%).



SPIRACORN

ATTRIBUTES			
Level	25	Size	2
EXP	111	HP	7,700
Libra	1.5	Strength	1,550
Parry	Yes	Vitality	89
		Spirit	76

DROPS	Chance	Items
Primary	75%	Supple Tail
Secondary	-	-
Appendage	75%	Crooked Helixhorn
Element	50%	Ice (4)
Time		08:00 to 03:59

AVAILABILITY
Natural Habitat Cleigne (Coernix Bypass, Old Lestallum region, Fort Vaullerey region, Maidenwater, Dynneldale)

Quest -

STATUS AILMENTS -

120%	100%	100%	100%	100%	120%	100%	120%	50%	100%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (head). Break effects: Strength -15% (head/20%); Vitality -15% (body/30%).



SPIRACORN

ATTRIBUTES			
Level	25	Size	2
EXP	111	HP	18,100
Libra	1.5	Strength	1,830
Parry	Yes	Vitality	99
		Spirit	85

DROPS	Chance	Items
Primary	75%	Supple Tail
Secondary	-	-
Appendage	75%	Crooked Helixhorn
Element	50%	Ice (4)
Time		04:00 to 20:29

AVAILABILITY
Natural Habitat -

Quest Hunts: Untamed Wild Horses (Coernix Station - Alstor), The Last Spiracorns (Old Lestallum)

STATUS AILMENTS -

120%	100%	100%	100%	100%	120%	100%	120%	50%	100%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (head). Break effects: Strength -15% (head/20%); Vitality -15% (body/30%).



DUPLICORN

ATTRIBUTES		Size	2
Level	29	HP	27,800
EXP	145	Strength	2,950
Libra	1.5	Vitality	125
Parry	Yes	Spirit	107

DROPS	Chance	Items
Primary	75%	Supple Tail
Secondary	-	-
Appendage	10%	Sturdy Helixhorn
Element	50%	Ice (4)
Time		04:00 to 20:29

AVAILABILITY

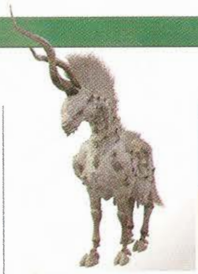
Natural Habitat -

Quest Hunt: The Last Spiracorns (Old Lestallum)

STATUS AILMENTS -

120%	100%	100%	100%	100%	120%	100%	120%	50%	100%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (head). Break effects: Strength -15% (head/20%); Vitality -15% (body/30%).



LEUKORN

ATTRIBUTES		Size	2
Level	51	HP	57,600
EXP	444	Strength	14,870
Libra	1.5	Vitality	160
Parry	Yes	Spirit	134

DROPS	Chance	Items
Primary	50%	Leukorn Steak
Secondary	-	-
Appendage	75%	Sturdy Helixhorn
Element	50%	Ice (4)
Time		04:00 to 20:29

AVAILABILITY

Natural Habitat -

Quest Hunt: Scrap It Now! (Old Lestallum)

STATUS AILMENTS Resistant to Instant Death and Alterna

120%	100%	100%	100%	100%	120%	100%	120%	50%	100%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (head). Break effects: Strength -15% (head/20%); Vitality -15% (body/30%).



SAHAGIN

ATTRIBUTES		Size	2
Level	18	HP	6,600
EXP	73	Strength	1,120
Libra	1.5	Vitality	81
Parry	Yes	Spirit	69

DROPS	Chance	Items
Primary	100%	Sahagin Scale
Secondary	-	-
Appendage	-	-
Element	50%	Fire (3)
Time		Anytime

AVAILABILITY

Natural Habitat Cleigne (Wennath Riverhead, north and east of the Vesperpool, Maidenwater)

Quest -

STATUS AILMENTS -

100%	100%	120%	100%	100%	120%	100%	50%	120%	100%	50%

NOTES Break effects: Vitality -15% (body/60%).



SAHAGIN

ATTRIBUTES		Size	2
Level	18	HP	21,500
EXP	73	Strength	1,600
Libra	1.5	Vitality	108
Parry	Yes	Spirit	92

DROPS	Chance	Items
Primary	100%	Sahagin Scale
Secondary	-	-
Appendage	-	-
Element	50%	Fire (3)
Time		Anytime

AVAILABILITY

Natural Habitat -

Quest Hunt: Acquit Not Evil (Lestallum, Thoroughfare)

STATUS AILMENTS -

100%	100%	120%	100%	100%	120%	100%	50%	120%	100%	50%

NOTES Break effects: Vitality -15% (body/60%).



ALBINOGIN

ATTRIBUTES		Size	2
Level	24	HP	25,800
EXP	117	Strength	2,360
Libra	1.5	Vitality	120
Parry	Yes	Spirit	103

DROPS	Chance	Items
Primary	100%	Sahagin Scale
Secondary	-	-
Appendage	-	-
Element	50%	Fire (3)
Time		Anytime

AVAILABILITY

Natural Habitat -

Quest Hunt: Avenge the Anglers (Lestallum, Market)

STATUS AILMENTS Resistant to Instant Death

100%	100%	120%	100%	100%	120%	100%	50%	120%	100%	50%

NOTES Break effects: Vitality -15% (body/60%).



ALPHAGIN

ATTRIBUTES		Size	2
Level	38	HP	38,900
EXP	283	Strength	6,630
Libra	1.5	Vitality	141
Parry	Yes	Spirit	119

DROPS	Chance	Items
Primary	50%	Sahagin Liver
Secondary	50%	Hard Scale
Appendage	-	-
Element	50%	Fire (3)
Time		Anytime

AVAILABILITY

Natural Habitat -

Quest Hunt: Acquit Not Evil (Lestallum, Thoroughfare)

STATUS AILMENTS Resistant to Instant Death and Alterna

100%	100%	120%	100%	100%	120%	100%	50%	120%	100%	50%

NOTES Break effects: Vitality -15% (body/60%).





SEADEVIL

ATTRIBUTES		Size	2
Level	28	HP	9,000
EXP	168	Strength	2,240
Libra	1.5	Vitality	94
Parry	Yes	Spirit	81

DROPS	Chance	Items
Primary	20%	Sharp Head Fin
Secondary	-	-
Appendage	-	-
Element	50%	Fire (3)

AVAILABILITY **Time** Anytime

Natural Habitat Cleigne (Maidenwater, Cape Caem region)

Quest -

STATUS AILMENTS -

120%	100%	100%	100%	120%	100%	100%	50%	120%	100%	50%

NOTES Break effects: Vitality -15% (body/60%).



SEADEVIL

ATTRIBUTES		Size	2
Level	28	HP	28,800
EXP	168	Strength	3,180
Libra	1.5	Vitality	126
Parry	Yes	Spirit	108

DROPS	Chance	Items
Primary	20%	Sharp Head Fin
Secondary	-	-
Appendage	-	-
Element	50%	Fire (3)

AVAILABILITY **Time** Anytime

Natural Habitat -

Quest Hunts: A Nightmare Came by Ferry (Galdin Quay), Rulers of the Banks (Old Lestallum)

STATUS AILMENTS -

120%	100%	100%	100%	120%	100%	100%	50%	120%	100%	50%

NOTES Break effects: Vitality -15% (body/60%).



SEADEVIL

ATTRIBUTES		Size	2
Level	86	HP	48,600
EXP	1,577	Strength	37,130
Libra	1.5	Vitality	141
Parry	-	Spirit	115

DROPS	Chance	Items
Primary	80%	Heavy Scale
Secondary	-	-
Appendage	-	-
Element	100%	Fire (6)

AVAILABILITY **Time** Anytime

Natural Habitat Leide (Crestholm Channels maze - Chapter 15)

Quest -

STATUS AILMENTS Resistant to Alterna

120%	100%	100%	100%	120%	100%	100%	50%	120%	100%	50%

NOTES Break effects: Vitality -15% (body/60%).



CORALDEVIL

ATTRIBUTES		Size	2
Level	61	HP	26,500
EXP	744	Strength	17,950
Libra	1.5	Vitality	126
Parry	Yes	Spirit	106

DROPS	Chance	Items
Primary	80%	Heavy Scale
Secondary	-	-
Appendage	-	-
Element	50%	Fire (6)

AVAILABILITY **Time** Anytime

Natural Habitat Leide (Crestholm Channels maze - Chapter 15)

Quest -

STATUS AILMENTS Resistant to Instant Death and Alterna

120%	100%	100%	100%	120%	100%	100%	50%	120%	100%	50%

NOTES Break effects: Vitality -15% (body/60%).



CORALDEVIL

ATTRIBUTES		Size	2
Level	61	HP	83,200
EXP	823	Strength	25,210
Libra	1.5	Vitality	169
Parry	Yes	Spirit	141

DROPS	Chance	Items
Primary	85%	Sharp Head Fin
Secondary	-	-
Appendage	-	-
Element	50%	Fire (6)

AVAILABILITY **Time** Anytime

Natural Habitat -

Quest Hunt: Rulers of the Banks (Old Lestallum)

STATUS AILMENTS Resistant to Instant Death and Alterna

120%	100%	100%	100%	120%	100%	100%	50%	120%	100%	50%

NOTES Break effects: Vitality -15% (body/60%).



GURANGATCH

ATTRIBUTES		Size	2
Level	29	HP	9,200
EXP	179	Strength	2,530
Libra	1.5	Vitality	96
Parry	-	Spirit	82

DROPS	Chance	Items
Primary	75%	Rough Scales
Secondary	-	-
Appendage	-	-
Element	50%	Fire (3)

AVAILABILITY **Time** 04:00 to 20:29

Natural Habitat Cartanica (Fodina Caestino)

Quest Main Quest: The Hand of the King

STATUS AILMENTS -

100%	120%	100%	100%	120%	100%	100%	50%	120%	100%	50%

NOTES Break effects: Vitality -15% (body/60%).



GIGANTOAD

ATTRIBUTES		Size	3
Level	27	HP	21,500
EXP	186	Strength	2,980
Libra	3	Vitality	107
Parry	Yes	Spirit	91

DROPS	Chance	Items
Primary	75%	Slimy Oil
Secondary	-	-
Appendage	-	-
Element	50%	Lightning (3)

AVAILABILITY **Time** 04:00 to 20:29

Natural Habitat Rainy weather only: Duscae (Lake Alstor, Disc of Cauthess, Mencemoor, south region); Cleigne (north region, Maidenwater)

Quest Sidequest: The Professor's Protégé - Gigantoad (Sania)

STATUS AILMENTS -

100%	100%	120%	100%	100%	100%	120%	100%	120%	50%	50%

NOTES Break effects: Vitality -30% (head/20%, body/40%).



HEKATONTOAD

ATTRIBUTES		Size	3
Level	27	HP	63,000
EXP	186	Strength	4,520
Libra	3	Vitality	183
Parry	Yes	Spirit	155

DROPS	Chance	Items
Primary	100%	Slimy Oil
Secondary	-	-
Appendage	-	-
Element	50%	Lightning (3)

AVAILABILITY **Time** 04:00 to 20:29

Natural Habitat -

Quest Hunt: To Catch a Frog (Lestallum, Thoroughfare) (rainy weather only)

STATUS AILMENTS Highly resistant to Instant Death, resistant to Alterna

100%	100%	120%	100%	100%	100%	120%	100%	120%	50%	50%

NOTES Break effects: Vitality -30% (head/20%, body/40%).



GAIATOAD

ATTRIBUTES		Size	3
Level	32	HP	72,200
EXP	256	Strength	6,390
Libra	3	Vitality	192
Parry	Yes	Spirit	163

DROPS	Chance	Items
Primary	75%	Slimy Oil
Secondary	-	-
Appendage	-	-
Element	50%	Lightning (3)

AVAILABILITY **Time** 04:00 to 20:29

Natural Habitat -

Quest Hunt: Rainstorm Duel! Poison Frog of Wennath (Lestallum, Thoroughfare) (rainy weather only)

STATUS AILMENTS Highly resistant to Instant Death, resistant to Alterna

100%	100%	120%	100%	100%	100%	120%	100%	120%	50%	50%

NOTES Break effects: Vitality -30% (head/20%, body/40%).



GAIATOAD

ATTRIBUTES		Size	3
Level	91	HP	134,000
EXP	2,928	Strength	52,500
Libra	3	Vitality	162
Parry	Yes	Spirit	132

DROPS	Chance	Items
Primary	75%	Fine Slimy Oil
Secondary	-	-
Appendage	-	-
Element	50%	Lightning (6)

AVAILABILITY **Time** Anytime

Natural Habitat Leide (Crestholm Channels maze - Chapter 15)

Quest -

STATUS AILMENTS Resistant to Alterna

100%	100%	120%	100%	100%	100%	120%	100%	120%	50%	50%

NOTES Break effects: Vitality -30% (head/20%, body/40%).



CATOBLEPAS

ATTRIBUTES		Size	4
Level	38	HP	85,500
EXP	1,323	Strength	12,060
Libra	20	Vitality	375
Parry	Yes	Spirit	296

DROPS	Chance	Items
Primary	50%	Catoblepas Brisket
Secondary	50%	Catoblepas Fang
Appendage	-	-
Element	100%	Lightning (12)

AVAILABILITY **Time** Anytime

Natural Habitat Duscae (Lake Alstor)

Quest -

STATUS AILMENTS Immune to Instant Death and Alterna, resistant to Stop

100%	100%	120%	100%	100%	100%	120%	100%	120%	50%	50%

NOTES Break effects: Vitality -90% (head/7%, body/12%, legs/20%)



CATOBLEPAS

ATTRIBUTES		Size	4
Level	38	HP	113,500
EXP	1,323	Strength	15,380
Libra	20	Vitality	420
Parry	Yes	Spirit	331

DROPS	Chance	Items
Primary	50%	Catoblepas Brisket
Secondary	50%	Catoblepas Fang
Appendage	-	-
Element	100%	Lightning (12)

AVAILABILITY **Time** Anytime

Natural Habitat -

Quest Hunt: Marsh Madness! The Giant Awakens (Coernix Station - Alstor)

STATUS AILMENTS Immune to Instant Death and Alterna, resistant to Stop

100%	100%	120%	100%	100%	100%	120%	100%	120%	50%	50%

NOTES Break effects: Vitality -90% (head/7%, body/12%, legs/20%)



KUJATA

ATTRIBUTES			
Level	58	Size	4
EXP	4,281	HP	163,200
Libra	10	Strength	26,910
Parry	Yes	Vitality	238
		Spirit	167

DROPS	Chance	Items
Primary	100%	Giant Hoof
Secondary	-	-
Appendage	100%	Curved Hollowhorn
Element	100%	Ice (16)

AVAILABILITY Time: Anytime

Natural Habitat Duscae (Disc of Cauthess region, Mencemoor)

Quest -

STATUS AILMENTS Highly resistant to Instant Death, resistant to Alterna

100%	120%	100%	100%	100%	120%	100%	120%	50%	100%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (head). Break effects: Strength -15% (head/20%); Vitality -50% (body/8%, legs/10%).



MOLOKUJATA

ATTRIBUTES			
Level	72	Size	4
EXP	6,820	HP	230,500
Libra	10	Strength	42,950
Parry	Yes	Vitality	253
		Spirit	178

DROPS	Chance	Items
Primary	75%	Kujata Marrow
Secondary	25%	Fearsome Hoof
Appendage	100%	Large Hollowhorn
Element	100%	Ice (20)

AVAILABILITY Time: Anytime

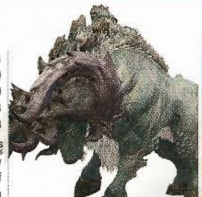
Natural Habitat -

Quest Hunt: Devils Cry Curses (Cauthess Rest Area)

STATUS AILMENTS Highly resistant to Instant Death, immune to Alterna

100%	120%	100%	100%	100%	120%	100%	120%	50%	100%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (head). Break effects: Strength -15% (head/20%); Vitality -50% (body/8%, legs/10%).



PHALARIS

ATTRIBUTES			
Level	85	Size	4
EXP	7,960	HP	316,800
Libra	10	Strength	61,150
Parry	Yes	Vitality	267
		Spirit	185

DROPS	Chance	Items
Primary	3%	Megalixir
Secondary	-	-
Appendage	-	-
Element	100%	Lightning (6)

AVAILABILITY Time: Anytime

Natural Habitat Leide (Cresthol Channels maze - Chapter 15)

Quest -

STATUS AILMENTS Immune to Instant Death and Alterna

100%	120%	100%	100%	100%	120%	100%	120%	50%	100%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (head). Break effects: Strength -15% (head/20%); Vitality -50% (body/8%, legs/10%).



PHALARIS

ATTRIBUTES			
Level	85	Size	4
EXP	9,870	HP	435,900
Libra	10	Strength	81,590
Parry	Yes	Vitality	299
		Spirit	206

DROPS	Chance	Items
Primary	100%	Resplendent Hollowhorn
Secondary	-	-
Appendage	100%	Large Hollowhorn
Element	100%	Lightning (6)

AVAILABILITY Time: Anytime

Natural Habitat -

Quest Sidequest: Cursed Legend (Randolph)

STATUS AILMENTS Immune to Instant Death and Alterna, resistant to Stop

100%	120%	50%	100%	100%	50%	100%	50%	100%	50%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (head). Break effects: Strength -15% (head/20%); Vitality -50% (body/8%, legs/10%).



CHICKATRICE

ATTRIBUTES			
Level	14	Size	1
EXP	44	HP	2,500
Libra	1.5	Strength	640
Parry	Yes	Vitality	62
		Spirit	56

DROPS	Chance	Items
Primary	75%	Chickatrice Leg
Secondary	-	-
Appendage	-	-
Element	50%	Fire (3)

AVAILABILITY Time: 08:00 to 03:59

Natural Habitat Cleigne (Vesperpool region)

Quest -

STATUS AILMENTS -

100%	100%	100%	120%	120%	100%	100%	50%	100%	120%	50%

NOTES Employs attacks that reduce HP to 1; capable of inflicting Confusion status.



REGALTRICE

ATTRIBUTES			
Level	44	Size	1
EXP	336	HP	44,500
Libra	1.5	Strength	9,400
Parry	Yes	Vitality	151
		Spirit	127

DROPS	Chance	Items
Primary	75%	Small Beak
Secondary	-	-
Appendage	-	-
Element	50%	Fire (3)

AVAILABILITY Time: 04:00 to 20:29

Natural Habitat -

Quest Hunt: Lovable Little Glutton (Meldacio Hunter HQ)

STATUS AILMENTS Resistant to Instant Death and Alterna

100%	100%	100%	120%	120%	100%	100%	50%	100%	120%	50%

NOTES Employs attacks that reduce HP to 1; capable of inflicting Confusion status.



REGALTRICE

ATTRIBUTES			
Level	81	Size	1
EXP	1,213	HP	19,700
Libra	1.5	Strength	27,340
Parry	Yes	Vitality	130
		Spirit	107

DROPS	Chance	Items
Primary	75%	Downy Feathers
Secondary	-	-
Appendage	-	-
Element	50%	Fire (5)

AVAILABILITY Time: Anytime

Natural Habitat Cleigne (Steyliff Grove maze - Chapter 15)

Quest -

STATUS AILMENTS Resistant to Alterna

100%	100%	100%	120%	120%	100%	100%	50%	100%	120%	50%

NOTES Employs attacks that reduce HP to 1; capable of inflicting Confusion status.



BASILISK

ATTRIBUTES			
Level	24	Size	2
EXP	165	HP	17,700
Libra	3	Strength	1,700
Parry	Yes	Vitality	96
		Spirit	83

DROPS	Chance	Items
Primary	85%	Basilisk Plumage
Secondary	-	-
Appendage	-	-
Element	50%	Lightning (4)

AVAILABILITY Time: 08:00 to 03:59

Natural Habitat Cleigne (Vesperpool region)

Quest -

STATUS AILMENTS Resistant to Poison

100%	100%	120%	100%	100%	120%	100%	120%	100%	50%	50%

NOTES Capable of inflicting Mollified and Poison status. Break effects: Vitality -30% (body/30%, tail/30%).



BASILISK

ATTRIBUTES			
Level	24	Size	2
EXP	165	HP	24,400
Libra	3	Strength	2,060
Parry	Yes	Vitality	116
		Spirit	100

DROPS	Chance	Items
Primary	85%	Beautiful Plumage
Secondary	-	-
Appendage	-	-
Element	50%	Ice (4)

AVAILABILITY Time: 04:00 to 20:29

Natural Habitat -

Quest Hunt: Breeding Season: Rooster Extermination (Meldacio Hunter HQ)

STATUS AILMENTS Resistant to Poison

100%	100%	120%	100%	100%	120%	100%	120%	100%	50%	50%

NOTES Capable of inflicting Mollified and Poison status. Break effects: Vitality -30% (body/30%, tail/30%).



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ROYALISK



ATTRIBUTES		Size	2
Level	82	HP	97,600
EXP	2,215	Strength	37,510
Libra	3	Vitality	154
Parry	Yes	Spirit	126

DROPS	Chance	Items
Primary	85%	Gorgeous Plumage
Secondary	-	-
Appendage	-	-
Element	100%	Lightning (8)

AVAILABILITY **Time** Anytime

Natural Habitat Cleigne (Steyliff Grove maze - Chapter 15)

Quest -

STATUS AILMENTS Resistant to Alterna and Poison

100%	100%	120%	100%	100%	120%	100%	120%	100%	50%	50%

NOTES Capable of inflicting Mollified and Poison status. Break effects: Vitality -30% (body/30%, tail/30%).

ROYALISK



ATTRIBUTES		Size	2
Level	62	HP	60,200
EXP	1,152	Strength	20,260
Libra	3	Vitality	140
Parry	Yes	Spirit	117

DROPS	Chance	Items
Primary	85%	Gorgeous Plumage
Secondary	-	-
Appendage	-	-
Element	50%	Lightning (5)

AVAILABILITY **Time** Anytime

Natural Habitat Cleigne (Glacial Grotto maze - Chapter 15)

Quest -

STATUS AILMENTS Highly resistant to Instant Death, immune to Alterna, resistant to Poison

100%	100%	120%	100%	100%	120%	100%	120%	100%	50%	50%

NOTES Capable of inflicting Mollified and Poison status. Break effects: Vitality -30% (body/30%, tail/30%).

ROYALISK



ATTRIBUTES		Size	2
Level	62	HP	171,000
EXP	1,152	Strength	30,490
Libra	3	Vitality	238
Parry	Yes	Spirit	199

DROPS	Chance	Items
Primary	85%	Beautiful Plumage
Secondary	-	-
Appendage	-	-
Element	50%	Lightning (5)

AVAILABILITY **Time** 04:00 to 20:29

Natural Habitat -

Quest Hunt: Breeding Season: Hen Extermination (Meldacio Hunter HQ)

STATUS AILMENTS Highly resistant to Instant Death, immune to Alterna, resistant to Poison

100%	100%	120%	100%	100%	120%	100%	120%	100%	50%	50%

NOTES Capable of inflicting Mollified and Poison status. Break effects: Vitality -30% (body/30%, tail/30%).

COCKATRICE



ATTRIBUTES		Size	2
Level	35	HP	32,900
EXP	419	Strength	4,760
Libra	10	Vitality	134
Parry	Yes	Spirit	114

DROPS	Chance	Items
Primary	100%	Cockatrice Tail Feathers
Secondary	-	-
Appendage	100%	Cockatrice Crest
Element	50%	Ice (4)

AVAILABILITY **Time** 08:00 to 03:59

Natural Habitat Cleigne (Vesperpool region)

Quest -

STATUS AILMENTS Resistant to Instant Death, Alterna, and Poison

100%	120%	100%	100%	100%	100%	120%	120%	50%	100%	50%

NOTES Capable of inflicting Compromised and Poison statuses. Break effects: Vitality -30% (head/30%, body/30%).

COCKATRICE



ATTRIBUTES		Size	2
Level	35	HP	69,800
EXP	419	Strength	5,990
Libra	10	Vitality	191
Parry	Yes	Spirit	162

DROPS	Chance	Items
Primary	100%	Cockatrice Tail Feathers
Secondary	-	-
Appendage	100%	Cockatrice Crest
Element	50%	Ice (4)

AVAILABILITY **Time** 04:00 to 20:29

Natural Habitat -

Quest Hunt: The Rogues of Rydielle Ley (Coernix Station - Alstor)

STATUS AILMENTS Resistant to Instant Death, Alterna, and Poison

100%	120%	100%	100%	100%	100%	120%	120%	50%	100%	50%

NOTES Capable of inflicting Compromised and Poison statuses. Break effects: Vitality -30% (head/30%, body/30%).

KINGATRICE



ATTRIBUTES		Size	2
Level	70	HP	98,200
EXP	1,776	Strength	31,830
Libra	10	Vitality	175
Parry	Yes	Spirit	146

DROPS	Chance	Items
Primary	100%	Fine Tail Feathers
Secondary	-	-
Appendage	100%	Magnificent Crest
Element	50%	Ice (5)

AVAILABILITY **Time** Anytime

Natural Habitat Cleigne (Glacial Grotto maze - Chapter 15)

Quest -

STATUS AILMENTS Highly resistant to Instant Death, immune to Alterna, resistant to Poison

100%	120%	100%	100%	100%	100%	120%	120%	50%	100%	50%

NOTES Capable of inflicting Compromised and Poison statuses. Break effects: Vitality -30% (head/30%, body/30%).

KINGATRICE



ATTRIBUTES		Size	2
Level	83	HP	135,200
EXP	2,766	Strength	46,190
Libra	10	Vitality	185
Parry	Yes	Spirit	152

DROPS	Chance	Items
Primary	100%	Magnificent Tail Feathers
Secondary	-	-
Appendage	100%	Magnificent Crest
Element	100%	Ice (8)

AVAILABILITY **Time** Anytime

Natural Habitat Cleigne (Steyliff Grove maze - Chapter 15)

Quest -

STATUS AILMENTS Resistant to Instant Death, Alterna, and Poison

100%	120%	100%	100%	100%	100%	120%	120%	50%	100%	50%

NOTES Capable of inflicting Compromised and Poison statuses. Break effects: Vitality -30% (head/30%, body/30%).

KINGATRICE



ATTRIBUTES		Size	2
Level	70	HP	204,500
EXP	1,914	Strength	39,870
Libra	10	Vitality	249
Parry	Yes	Spirit	207

DROPS	Chance	Items
Primary	100%	Fine Tail Feathers
Secondary	-	-
Appendage	100%	Fine Crest
Element	50%	Ice (5)

AVAILABILITY **Time** 04:00 to 20:29

Natural Habitat -

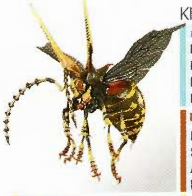
Quest Hunt: Breeding Season: Rooster Extermination (Meldacio Hunter HQ)

STATUS AILMENTS Highly resistant to Instant Death, immune to Alterna, resistant to Poison

100%	120%	100%	100%	100%	100%	120%	120%	50%	100%	50%

NOTES Capable of inflicting Compromised and Poison statuses. Break effects: Vitality -30% (head/30%, body/30%).

KILLER BEE



ATTRIBUTES		Size	1
Level	10	HP	1,300
EXP	24	Strength	470
Libra	1.5	Vitality	47
Parry	Yes	Spirit	43

DROPS	Chance	Items
Primary	75%	Insect Stinger
Secondary	-	-
Appendage	-	-
Element	30%	Lightning (2)

AVAILABILITY **Time** Anytime

Natural Habitat Duscae (Mencemoor); Cleigne (south of Lestallum, Fort Vaullerey region, Maidenwater, Wennath Riverhead, Dynneldale)

Quest -

STATUS AILMENTS Resistant to Poison

120%	100%	100%	100%	120%	100%	100%	120%	100%	50%	50%

NOTES Capable of inflicting Poison status. Break effects: Vitality -15% (body/60%).

KILLER BEE



ATTRIBUTES		Size	1
Level	10	HP	3,000
EXP	24	Strength	540
Libra	1.5	Vitality	56
Parry	Yes	Spirit	52

DROPS	Chance	Items
Primary	75%	Insect Stinger
Secondary	-	-
Appendage	-	-
Element	30%	Lightning (2)

AVAILABILITY **Time** Anytime

Natural Habitat -

Quest Hunt: To Sting in Anger (Lestallum, Thoroughfare)

STATUS AILMENTS Resistant to Poison

120%	100%	100%	100%	120%	100%	100%	120%	100%	50%	50%

NOTES Capable of inflicting Poison status. Break effects: Vitality -15% (body/60%).

BRUTAL BEE



ATTRIBUTES		Size	1
Level	22	HP	22,000
EXP	77	Strength	1,960
Libra	1.5	Vitality	110
Parry	Yes	Spirit	101

DROPS	Chance	Items
Primary	75%	Enormous Stinger
Secondary	-	-
Appendage	-	-
Element	30%	Lightning (2)

AVAILABILITY **Time** Anytime

Natural Habitat -

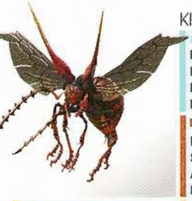
Quest Hunt: To Sting in Anger (Lestallum, Thoroughfare)

STATUS AILMENTS Resistant to Instant Death and Poison

120%	100%	100%	100%	120%	100%	100%	120%	100%	50%	50%

NOTES Capable of inflicting Poison status. Break effects: Vitality -15% (body/60%).

KILLER QUEEN



ATTRIBUTES		Size	1
Level	38	HP	35,000
EXP	202	Strength	6,180
Libra	1.5	Vitality	135
Parry	Yes	Spirit	121

DROPS	Chance	Items
Primary	75%	Deadly Stinger
Secondary	-	-
Appendage	-	-
Element	50%	Lightning (3)

AVAILABILITY **Time** Anytime

Natural Habitat -

Quest Hunt: Disquieted Queens (Lestallum, Market)

STATUS AILMENTS Resistant to Instant Death, Alterna, and Poison

120%	100%	100%	100%	120%	100%	100%	120%	100%	50%	50%

NOTES Capable of inflicting Poison status. Break effects: Vitality -15% (body/60%).

KILLER WASP



ATTRIBUTES		Size	2
Level	28	HP	7,800
EXP	133	Strength	2,040
Libra	1.5	Vitality	90
Parry	Yes	Spirit	81

DROPS	Chance	Items
Primary	75%	Barbed Scythe
Secondary	-	-
Appendage	-	-
Element	50%	Lightning (3)

AVAILABILITY **Time** Anytime

Natural Habitat Cleigne (Vesperpool)

Quest -

STATUS AILMENTS -

100%	100%	120%	120%	100%	100%	100%	120%	100%	50%	50%

NOTES Capable of inflicting Confusion status. Break effects: Vitality -15% (body/60%).

KILLER WASP



ATTRIBUTES		Size	2
Level	33	HP	64,700
EXP	151	Strength	5,530
Libra	1.5	Vitality	180
Parry	Yes	Spirit	162

DROPS	Chance	Items
Primary	75%	Barbed Scythe
Secondary	-	-
Appendage	-	-
Element	50%	Lightning (3)

AVAILABILITY **Time** 04:00 to 20:29

Natural Habitat -

Quest Hunts: Threat from the Thicket (Meldacio Hunter HQ), Deadly Extermination (Verinas Mart - Ravatogh)

STATUS AILMENTS -

100%	100%	120%	120%	100%	100%	100%	120%	100%	50%	50%

NOTES Capable of inflicting Confusion status. Break effects: Vitality -15% (body/60%).

SOLDIER WASP



ATTRIBUTES		Size	2
Level	37	HP	10,200
EXP	209	Strength	4,080
Libra	1.5	Vitality	99
Parry	Yes	Spirit	89

DROPS	Chance	Items
Primary	75%	Barbed Scythe
Secondary	-	-
Appendage	-	-
Element	50%	Lightning (3)

AVAILABILITY **Time** Anytime

Natural Habitat Cleigne (Malmalam Thicket)

Quest Hunt: Deadly Extermination (Verinas Mart - Ravatogh)

STATUS AILMENTS Resistant to Instant Death and Alterna

100%	100%	120%	120%	100%	100%	100%	120%	100%	50%	50%

NOTES Capable of inflicting Confusion status. Break effects: Vitality -15% (body/60%).

KILLER WASP



ATTRIBUTES		Size	2
Level	76	HP	33,600
EXP	909	Strength	29,290
Libra	1.5	Vitality	132
Parry	Yes	Spirit	115

DROPS	Chance	Items
Primary	75%	Sharp Scythe
Secondary	-	-
Appendage	-	-
Element	50%	Lightning (3)

AVAILABILITY **Time** Anytime

Natural Habitat Leide (Balouve Mines maze - Chapter 15); Cleigne (Steyliff Grove maze - Chapter 15)

Quest -

STATUS AILMENTS Resistant to Alterna

100%	100%	120%	120%	100%	100%	100%	120%	100%	50%	50%

NOTES Capable of inflicting Confusion status. Break effects: Vitality -15% (body/60%).

BULETTE



ATTRIBUTES		Size	2
Level	14	HP	6,000
EXP	46	Strength	1,010
Libra	1.5	Vitality	77
Parry	Yes	Spirit	66

DROPS	Chance	Items
Primary	100%	Bulette Carapace
Secondary	-	-
Appendage	75%	Shield Spike
Element	50%	Fire (4)

AVAILABILITY **Time** Anytime

Natural Habitat Duscae (Disc of Cauthess, Mencemoor, south region)

Quest -

STATUS AILMENTS -

100%	100%	100%	100%	100%	120%	120%	50%	120%	100%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (body). Break effects: Vitality -15% (body/50%).

BULETTE



ATTRIBUTES		Size	2
Level	14	HP	19,700
EXP	46	Strength	1,440
Libra	1.5	Vitality	103
Parry	Yes	Spirit	89

DROPS	Chance	Items
Primary	100%	Bulette Carapace
Secondary	-	-
Appendage	75%	Shield Spike
Element	50%	Fire (4)

AVAILABILITY **Time** Anytime

Natural Habitat -

Quest Hunt: Hammer the Cannibals (Cauthess Rest Area)

STATUS AILMENTS -

100%	100%	100%	100%	100%	120%	120%	50%	120%	100%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (body). Break effects: Vitality -15% (body/50%).

SKARNBULETTE



ATTRIBUTES		Size	2
Level	38	HP	41,200
EXP	288	Strength	8,170
Libra	1.5	Vitality	149
Parry	Yes	Spirit	125

DROPS	Chance	Items
Primary	100%	Tough Shell
Secondary	-	-
Appendage	75%	Spiked Armor
Element	50%	Fire (4)

AVAILABILITY **Time** Anytime

Natural Habitat -

Quest Hunt: Hammer the Cannibals (Cauthess Rest Area)

STATUS AILMENTS Resistant to Instant Death

100%	100%	100%	100%	100%	120%	120%	50%	120%	100%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (body). Break effects: Vitality -15% (body/50%).

DEADEYE



ATTRIBUTES		Size	3
Level	15	HP	48,200
EXP	820	Strength	2,200
Libra	20	Vitality	157
Parry	Yes	Spirit	136

DROPS	Chance	Items
Primary	100%	Behemoth Tenderloin
Secondary	-	-
Appendage	100%	Behemoth Horn
Element	100%	Fire (24)

AVAILABILITY **Time** Anytime

Natural Habitat -

Quest Hunt: A Behemoth Undertaking (Wiz Chocobo Post)

STATUS AILMENTS Highly resistant to Instant Death, resistant to Alterna and Stop

100%	120%	100%	100%	100%	120%	100%	300%	50%	50%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (head). Break effects: Strength -30% (head/15%); Vitality -20% (body/5%, legs/8%, tail/10%).

ROGUE BEHEMOTH



ATTRIBUTES		Size	3
Level	35	HP	69,800
EXP	1,153	Strength	5,990
Libra	20	Vitality	191
Parry	Yes	Spirit	162

DROPS	Chance	Items
Primary	100%	Behemoth Round
Secondary	-	-
Appendage	100%	Behemoth Horn
Element	100%	Fire (33)

AVAILABILITY **Time** Anytime

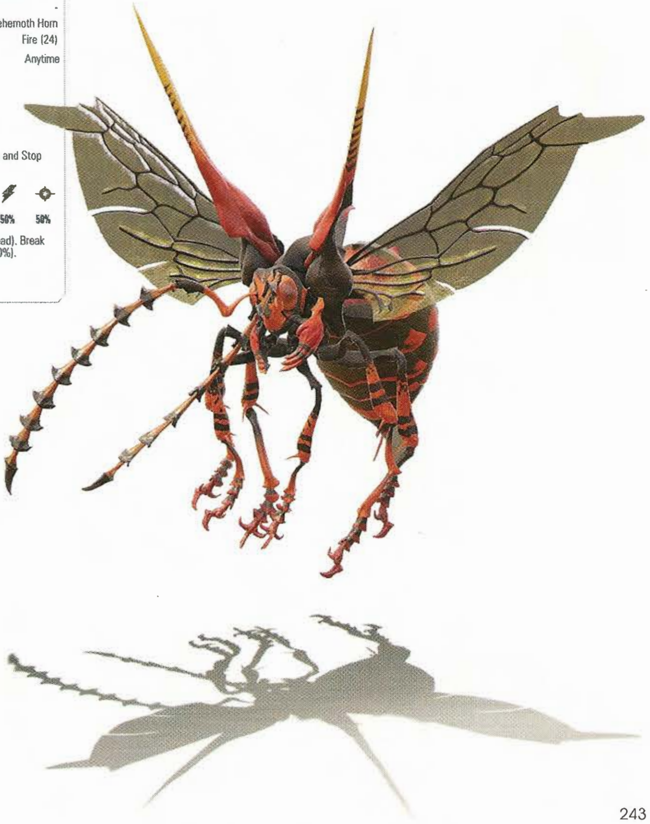
Natural Habitat -

Quest Sidequest: The Perfect Cup (Gladio)

STATUS AILMENTS Highly resistant to Instant Death, resistant to Alterna and Stop

100%	120%	100%	100%	100%	120%	100%	50%	100%	100%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (head). Break effects: Strength -15% (head/15%); Vitality -60% (body/5%, legs/8%, tail/10%).



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BEHEMOTH

ATTRIBUTES		Size	3
Level	47	HP	103,400
EXP	2,064	Strength	14,310
Libra	20	Vitality	220
Parry	Yes	Spirit	185

DROPS	Chance	Items
Primary	100%	Behemoth Tenderloin
Secondary	-	-
Appendage	100%	Behemoth Horn
Element	100%	Fire (10)
Time		Anytime

AVAILABILITY
Natural Habitat -

Quest Hunt: The Pride of the King (Hammerhead)

STATUS AILMENTS Highly resistant to Instant Death, resistant to Alterna and Stop

100% 120% 100% 100% 100% 120% 100% 50% 100% 100% 50%

NOTES Body part modifiers: -50% damage from weapons until broken (head). Break effects: Strength -15% (head/15%); Vitality -60% (body/5%, legs/8%, tail/10%).



BEHEMOTH KING

ATTRIBUTES		Size	4
Level	42	HP	120,900
EXP	1,930	Strength	13,720
Libra	IMM	Vitality	236
Parry	Yes	Spirit	199

DROPS	Chance	Items
Primary	3%	Megalixir
Secondary	-	-
Appendage	100%	Behemoth Horn
Element	100%	Ice (48)
Time		Anytime

AVAILABILITY
Natural Habitat -

Quest Main Quest: The Cure for Insomnia

STATUS AILMENTS Immune to Instant Death and Alterna, resistant to Stop

100% 120% 100% 100% 100% 120% 100% 100% IMM 100% 100%

NOTES Employs Ice-elemental attacks capable of inflicting Frozen status. Body part modifiers: -50% damage from weapons until broken (head). Break effects: Strength -15% (head/15%); Vitality -60% (body/5%, legs/8%, tail/10%).



BEHEMOTH TYRANT

ATTRIBUTES		Size	3
Level	62	HP	236,800
EXP	3,842	Strength	40,710
Libra	30	Vitality	266
Parry	Yes	Spirit	223

DROPS	Chance	Items
Primary	100%	Behemoth Tenderloin
Secondary	-	-
Appendage	100%	Behemoth Horn
Element	100%	Fire (16)
Time		Anytime

AVAILABILITY
Natural Habitat -

Quest Hunt: A Most Behemoth Undertaking (Wiz Chocobo Post)

STATUS AILMENTS Immune to Instant Death and Alterna, resistant to Stop

100% 120% 100% 100% 100% 120% 100% 50% 100% 100% 50%

NOTES Body part modifiers: -50% damage from weapons until broken (head). Break effects: Strength -15% (head/15%); Vitality -60% (body/5%, legs/8%, tail/10%).



GRIFFON

ATTRIBUTES		Size	3
Level	53	HP	120,700
EXP	3,153	Strength	20,120
Libra	30	Vitality	255
Parry	Yes	Spirit	191

DROPS	Chance	Items
Primary	25%	Griffon Feather
Secondary	75%	Griffon Breast
Appendage	100%	Griffon Claw
Element	100%	Ice (8)
Time		Anytime

AVAILABILITY
Natural Habitat Duscae (north of Alstor Slough)

Quest -

STATUS AILMENTS Highly resistant to Instant Death, resistant to Alterna, immune to Stop

100% 100% 120% 120% 100% 100% 100% 120% 50% 100% 50%

NOTES Break effects: Vitality -10% (body/15%), Vitality -30% (wings/20%).



GRIFFON

ATTRIBUTES		Size	3
Level	30	HP	79,200
EXP	1,052	Strength	5,260
Libra	30	Vitality	221
Parry	Yes	Spirit	170

DROPS	Chance	Items
Primary	15%	Griffon Feather
Secondary	15%	Griffon Breast
Appendage	25%	Griffon Claw
Element	100%	Ice (8)
Time		Anytime

AVAILABILITY
Natural Habitat -

Quest Sidequest: The Professor's Protégé - Griffon (Sania); Hunt: Ruler of the Brave Skies (Lestallum, Market)

STATUS AILMENTS Immune to Instant Death, Alterna, and Stop

100% 100% 120% 120% 100% 100% 100% 120% 50% 100% 50%

NOTES Break effects: Vitality -10% (body/15%), Vitality -30% (wings/20%).



GRIFFON

ATTRIBUTES		Size	3
Level	84	HP	262,200
EXP	9,829	Strength	58,090
Libra	30	Vitality	293
Parry	Yes	Spirit	216

DROPS	Chance	Items
Primary	100%	Griffon Feather
Secondary	-	-
Appendage	100%	Colorful Griffon Claw
Element	100%	Ice (16)
Time		Anytime

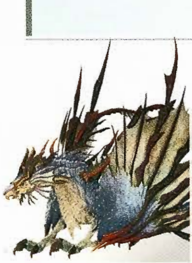
AVAILABILITY
Natural Habitat Cleigne (Steyliff Grove maze - Chapter 15)

Quest -

STATUS AILMENTS Highly resistant to Instant Death, immune to Alterna and Stop

100% 100% 120% 120% 100% 100% 100% 120% 50% 100% 50%

NOTES Break effects: Vitality -10% (body/15%), Vitality -30% (wings/20%).



QUETZALCOATL

ATTRIBUTES		Size	3
Level	32	HP	64,600
EXP	844	Strength	4,840
Libra	20	Vitality	184
Parry	Yes	Spirit	157

DROPS	Chance	Items
Primary	75%	Translucent Skin
Secondary	-	-
Appendage	100%	Scarlet Splinterbone
Element	100%	Lightning (8)
Time		Anytime

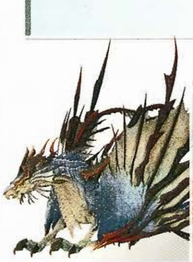
AVAILABILITY
Natural Habitat -

Quest Main Quest: Party of Three

STATUS AILMENTS Immune to Instant Death, Alterna, and Stop

100% 100% 120% 120% 100% 100% 100% 100% 120% IMM 100%

NOTES Employs Lightning-elemental attacks capable of inflicting Shocked status. Break effects: Vitality -40% (body/20%, wings/15%, tail/20%).



QUETZALCOATL

ATTRIBUTES		Size	3
Level	38	HP	107,400
EXP	1,123	Strength	9,790
Libra	20	Vitality	221
Parry	Yes	Spirit	186

DROPS	Chance	Items
Primary	100%	Translucent Skin
Secondary	-	-
Appendage	100%	Scarlet Splinterbone
Element	50%	Lightning (6)
Time		Anytime

AVAILABILITY
Natural Habitat -

Quest Hunt: Divine Beast of the Underworld (Meldacio Hunter HQ)

STATUS AILMENTS Immune to Instant Death, Alterna, and Stop

100% 100% 120% 120% 100% 100% 100% 100% 120% IMM 100%

NOTES Employs Lightning-elemental attacks capable of inflicting Shocked status. Break effects: Vitality -40% (body/20%, wings/15%, tail/20%).



MICTLANTECIHUATL

ATTRIBUTES		Size	3
Level	90	HP	457,900
EXP	5,276	Strength	91,070
Libra	20	Vitality	299
Parry	Yes	Spirit	246

DROPS	Chance	Items
Primary	100%	Translucent Skin
Secondary	-	-
Appendage	100%	Rotten Splinterbone
Element	50%	Lightning (6)
Time		Anytime

AVAILABILITY
Natural Habitat Cleigne (Steyliff Grove maze - Chapter 15)

Quest -

STATUS AILMENTS Immune to Instant Death, Alterna, and Stop

100% 100% 120% 120% 100% 100% 100% 100% 120% IMM 100%

NOTES Employs Lightning-elemental attacks capable of inflicting Shocked status. Break effects: Vitality -40% (body/20%, wings/15%, tail/20%).



MALBORO

ATTRIBUTES		Size	3
Level	38	HP	35,000
EXP	1,203	Strength	6,180
Libra	10	Vitality	135
Parry	-	Spirit	121

DROPS	Chance	Items
Primary	100%	Malboro Eye
Secondary	-	-
Appendage	-	-
Element	100%	Ice (8)
Time		Anytime

AVAILABILITY
Natural Habitat -

Quest Main Quest: The Hand of the King

STATUS AILMENTS Immune to Instant Death and Alterna

100% 120% 100% 100% 100% 100% 120% 150% 50% 100% 50%

NOTES Capable of inflicting Mollified, Compromised, Disenchanted, Cursed, Poison, and Confusion statuses.



MALBORO

ATTRIBUTES		Size	3
Level	38	HP	105,200
EXP	1,203	Strength	10,390
Libra	10	Vitality	214
Parry	-	Spirit	191

DROPS	Chance	Items
Primary	100%	Malboro Eye
Secondary	-	-
Appendage	-	-
Element	100%	Ice (8)
Time		20:30 to 03:59

AVAILABILITY
Natural Habitat -

Quest Hunt: No Stopping the Great Stink (Lestallum, Thoroughfare)

STATUS AILMENTS Immune to Instant Death, resistant to Alterna

100% 120% 100% 100% 100% 100% 120% 150% 50% 100% 50%

NOTES Capable of inflicting Mollified, Compromised, Disenchanted, Cursed, Poison, and Confusion statuses.



MALBORO

ATTRIBUTES		Size	3
Level	76	HP	108,700
EXP	5,175	Strength	41,100
Libra	10	Vitality	176
Parry	-	Spirit	153

DROPS	Chance	Items
Primary	100%	Malboro Eye
Secondary	-	-
Appendage	-	-
Element	100%	Ice (12)
Time		Anytime

AVAILABILITY
Natural Habitat Duscae (Costlemark Tower maze - Chapter 15)

Quest -

STATUS AILMENTS Immune to Instant Death, resistant to Alterna

100% 120% 100% 100% 100% 100% 120% 150% 50% 100% 50%

NOTES Capable of inflicting Mollified, Compromised, Disenchanted, Cursed, Poison, and Confusion statuses.

MALBODOOM



ATTRIBUTES		Size	3
Level	85	HP	136,800
EXP	6,186	Strength	51,440
Libra	10	Vitality	181
Parry	-	Spirit	157

DROPS	Chance	Items
Primary	100%	Malboro Eye
Secondary	-	-
Appendage	-	-
Element	100%	Ice (12)

AVAILABILITY | **Time** Anytime

Natural Habitat Leide (Crestholm Channels maze - Chapter 15); Duscae (Daurell Caverns maze - Chapter 15); Cleigne (outside Pitioss Ruins)

Quest -

STATUS AILMENTS Immune to Instant Death and Alterna

100%	120%	100%	100%	100%	100%	120%	150%	50%	100%	50%

NOTES Capable of inflicting Mollified, Compromised, Disenchanted, Cursed, Poison, and Confusion statuses.

MALBODOOM



ATTRIBUTES		Size	3
Level	65	HP	244,300
EXP	6,186	Strength	48,160
Libra	10	Vitality	265
Parry	-	Spirit	231

DROPS	Chance	Items
Primary	100%	Malboro Tentacle
Secondary	-	-
Appendage	-	-
Element	100%	Ice (12)

AVAILABILITY | **Time** Anytime

Natural Habitat -

Quest Sidequest: Dreadful Legend (Randolph)

STATUS AILMENTS Immune to Instant Death, Alterna, and Poison

100%	50%	100%	120%	100%	100%	100%	50%	120%	100%	50%

NOTES Capable of inflicting Mollified, Compromised, Disenchanted, Cursed, Poison, and Confusion statuses.

MALBORO SPROUT



ATTRIBUTES		Size	1
Level	38	HP	10,600
EXP	61	Strength	4,370
Libra	1.5	Vitality	101
Parry	-	Spirit	90

DROPS	Chance	Items
Primary	5%	Malboro Vine
Secondary	-	-
Appendage	-	-
Element	30%	Lightning (2)

AVAILABILITY | **Time** Anytime

Natural Habitat -

Quest Main Quest: The Hand of the King

STATUS AILMENTS Resistant to Alterna

100%	120%	100%	100%	100%	100%	120%	150%	120%	50%	50%

NOTES -

MALBORO SPROUT



ATTRIBUTES		Size	1
Level	38	HP	35,000
EXP	61	Strength	6,180
Libra	1.5	Vitality	135
Parry	-	Spirit	121

DROPS	Chance	Items
Primary	5%	Malboro Vine
Secondary	-	-
Appendage	-	-
Element	30%	Lightning (2)

AVAILABILITY | **Time** 20:30 to 03:59

Natural Habitat -

Quest Hunt: No Stopping the Great Stink (Lestallum, Thoroughfare)

STATUS AILMENTS Resistant to Instant Death and Alterna

100%	120%	100%	100%	100%	100%	120%	150%	120%	50%	50%

NOTES -

MALBORO BRAT



ATTRIBUTES		Size	1
Level	48	HP	146,300
EXP	93	Strength	21,500
Libra	1.5	Vitality	240
Parry	-	Spirit	213

DROPS	Chance	Items
Primary	5%	Malboro Vine
Secondary	-	-
Appendage	-	-
Element	30%	Lightning (2)

AVAILABILITY | **Time** Anytime

Natural Habitat -

Quest Sidequest: Dreadful Legend (Randolph)

STATUS AILMENTS Immune to Instant Death, resistant to Alterna

100%	120%	100%	100%	100%	100%	120%	150%	120%	50%	50%

NOTES -

BANDERSNATCH



ATTRIBUTES		Size	3
Level	38	HP	75,800
EXP	1,323	Strength	8,160
Libra	20	Vitality	222
Parry	Yes	Spirit	168

DROPS	Chance	Items
Primary	100%	Monster Claw
Secondary	-	-
Appendage	75%	Monster Jaw
Element	100%	Fire (8)

AVAILABILITY | **Time** Anytime

Natural Habitat Leide (north of Hammerhead)

Quest Sidequest: Malmalam Thicket

STATUS AILMENTS Highly resistant to Instant Death, resistant to Alterna and Stop

100%	100%	120%	100%	100%	100%	120%	50%	100%	120%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (head). Break effects: Strength -15% (head/20%); Vitality -40% (body/5%, tail/8%, legs/10%).

BANDERSNATCH



ATTRIBUTES		Size	3
Level	47	HP	141,200
EXP	2,064	Strength	21,020
Libra	20	Vitality	276
Parry	Yes	Spirit	208

DROPS	Chance	Items
Primary	100%	Monster Claw
Secondary	-	-
Appendage	75%	Monster Jaw
Element	100%	Fire (10)

AVAILABILITY | **Time** Anytime

Natural Habitat -

Quest Hunt: Malmalam Mirage (Old Lestallum)

STATUS AILMENTS Highly resistant to Instant Death, resistant to Alterna and Stop

100%	100%	120%	100%	100%	100%	120%	50%	100%	120%	50%

NOTES Body part modifiers: -50% damage from weapons until broken (head). Break effects: Strength -15% (head/20%); Vitality -40% (body/5%, tail/8%, legs/10%).

JABBERWOCK



ATTRIBUTES		Size	4
Level	58	HP	201,200
EXP	3,090	Strength	36,680
Libra	IMM	Vitality	294
Parry	Yes	Spirit	220

DROPS	Chance	Items
Primary	50%	Jabberwock Sirloin
Secondary	50%	Hardened Hide
Appendage	25%	Dragon Horn
Element	100%	Fire (12)

AVAILABILITY | **Time** Anytime

Natural Habitat Duscae (Costlemark Tower)

Quest -

STATUS AILMENTS Immune to Instant Death and Alterna, resistant to Stop

100%	100%	120%	100%	100%	100%	120%	50%	120%	100%	100%

NOTES Capable of inflicting Stone status. Break effects: Vitality -60% (head/15%, body/8%, tail/10%, legs/10%).

JABBERWOCK



ATTRIBUTES		Size	4
Level	65	HP	238,200
EXP	4,021	Strength	47,560
Libra	IMM	Vitality	306
Parry	Yes	Spirit	228

DROPS	Chance	Items
Primary	25%	Jabberwock Sirloin
Secondary	75%	Hardened Hide
Appendage	25%	Dragon Horn
Element	100%	Fire (8)

AVAILABILITY | **Time** Anytime

Natural Habitat -

Quest Hunt: Fiend of the Fallgrove (Cauthess Rest Area)

STATUS AILMENTS Immune to Instant Death and Alterna, resistant to Stop

100%	100%	120%	100%	100%	100%	120%	50%	120%	100%	100%

NOTES Capable of inflicting Stone status. Break effects: Vitality -60% (head/15%, body/8%, tail/10%, legs/10%).



MANXOM



ATTRIBUTES		Size	4
Level	94	HP	483,700
EXP	9,770	Strength	105,320
Libra	IMM	Vitality	342
Parry	Yes	Spirit	252

DROPS	Chance	Items
Primary	100%	Hardened Hide
Secondary	-	-
Appendage	100%	Dragon Horn
Element	100%	Ice (22)

AVAILABILITY **Time** Anytime

Natural Habitat Leide (Crestholm Channels maze - Chapter 15)

Quest -

STATUS AILMENTS Immune to Instant Death and Alterna, resistant to Stop

100% 50% 120% 100% 100% 100% 100% 100% 50% 120% 50%

NOTES Capable of inflicting Stone status. Break effects: Vitality -60% (head/15%, body/8%, tail/10%, legs/10%).

HUNDLEGS



ATTRIBUTES		Size	2
Level	20	HP	6,200
EXP	148	Strength	1,190
Libra	1.5	Vitality	78
Parry	Yes	Spirit	70

DROPS	Chance	Items
Primary	50%	Centipede Legs
Secondary	50%	Centipede Legs
Appendage	100%	Centipede Jaw
Element	50%	Lightning (4)

AVAILABILITY **Time** Anytime

Natural Habitat Duscae (south region, Disc of Cauthess)

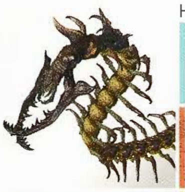
Quest -

STATUS AILMENTS Resistant to Poison

100% 120% 100% 100% 100% 100% 120% 100% 120% 50% 50%

NOTES Capable of inflicting Poison status. Break effects: Strength -15% (head/25%); Vitality -15% (body/35%).

HUNDLEGS



ATTRIBUTES		Size	2
Level	20	HP	20,800
EXP	148	Strength	1,700
Libra	1.5	Vitality	104
Parry	Yes	Spirit	94

DROPS	Chance	Items
Primary	50%	Centipede Legs
Secondary	50%	Centipede Legs
Appendage	100%	Centipede Jaw
Element	50%	Lightning (4)

AVAILABILITY **Time** Anytime

Natural Habitat -

Quest Hunt: Reclaiming Schier Heights (Taelpar Rest Area)

STATUS AILMENTS Resistant to Poison

100% 120% 100% 100% 100% 100% 120% 100% 120% 50% 50%

NOTES Capable of inflicting Poison status. Break effects: Strength -15% (head/25%); Vitality -15% (body/35%).

REDLEGS



ATTRIBUTES		Size	2
Level	37	HP	33,700
EXP	476	Strength	5,760
Libra	1.5	Vitality	132
Parry	Yes	Spirit	118

DROPS	Chance	Items
Primary	50%	Centipede Feet
Secondary	50%	Centipede Feet
Appendage	100%	Centipede Teeth
Element	50%	Fire (4)

AVAILABILITY **Time** Anytime

Natural Habitat -

Quest Hunt: Reclaiming Schier Heights (Taelpar Rest Area)

STATUS AILMENTS Resistant to Instant Death, Alterna, and Poison

120% 120% 50% 100% 100% 100% 100% 50% 120% 100% 50%

NOTES Capable of inflicting Poison status. Break effects: Strength -15% (head/25%); Vitality -15% (body/35%).

MIDGARDSORMR



ATTRIBUTES		Size	3
Level	54	HP	146,900
EXP	1,404	Strength	22,770
Libra	20	Vitality	192
Parry	Yes	Spirit	231

DROPS	Chance	Items
Primary	50%	Midgardsormr Shank
Secondary	50%	Greatsnake Scale
Appendage	25%	Greatsnake Crest
Element	50%	Fire (6)

AVAILABILITY **Time** Anytime

Natural Habitat Cleigne (Callatein's Plunge)

Quest -

STATUS AILMENTS Highly resistant to Instant Death, resistant to Alterna and Stop

120% 100% 100% 120% 100% 100% 100% 50% 120% 100% 50%

NOTES Capable of inflicting Poison status. Break effects: Vitality -40% (head/10%, upper and lower body/20%, tail/15%).

MIDGARDSORMR



ATTRIBUTES		Size	3
Level	54	HP	205,700
EXP	1,404	Strength	30,410
Libra	20	Vitality	214
Parry	Yes	Spirit	258

DROPS	Chance	Items
Primary	50%	Midgardsormr Shank
Secondary	50%	Greatsnake Scale
Appendage	25%	Greatsnake Crest
Element	50%	Fire (6)

AVAILABILITY **Time** Anytime

Natural Habitat -

Quest Hunt: Serpent of Risorath Basin (Meldacio Hunter HQ)

STATUS AILMENTS Highly resistant to Instant Death, resistant to Alterna and Stop

120% 100% 100% 120% 100% 100% 100% 50% 120% 100% 50%

NOTES Capable of inflicting Poison status. Break effects: Vitality -40% (head/10%, upper and lower body/20%, tail/15%).

GROOTSLANG



ATTRIBUTES		Size	3
Level	68	HP	293,700
EXP	2,385	Strength	53,150
Libra	20	Vitality	229
Parry	Yes	Spirit	275

DROPS	Chance	Items
Primary	50%	Midgardsormr Shank
Secondary	50%	Greatsnake Scale
Appendage	25%	Greatsnake Crest
Element	100%	Fire (8)

AVAILABILITY **Time** Anytime

Natural Habitat -

Quest Hunt: An Omen Crawls Upon the Ground (Lestallum, Thoroughfare)

STATUS AILMENTS Immune to Instant Death and Alterna, resistant to Stop

120% 100% 100% 120% 100% 100% 100% 50% 120% 100% 50%

NOTES Capable of inflicting Poison status. Break effects: Vitality -40% (head/10%, upper and lower body/20%, tail/15%).

HVITRORMR



ATTRIBUTES		Size	3
Level	78	HP	268,200
EXP	3,368	Strength	54,140
Libra	20	Vitality	215
Parry	Yes	Spirit	255

DROPS	Chance	Items
Primary	100%	Greatsnake Scale
Secondary	-	-
Appendage	100%	Greatsnake Crest
Element	100%	Fire (8)

AVAILABILITY **Time** Anytime

Natural Habitat Leide (Crestholm Channels maze - Chapter 15)

Quest -

STATUS AILMENTS Immune to Instant Death and Alterna, resistant to Stop

100% 120% 100% 100% 100% 120% 100% 50% 120% 100% 50%

NOTES Capable of inflicting Poison status. Break effects: Vitality -40% (head/10%, upper and lower body/20%, tail/15%).

HVITRORMR



ATTRIBUTES		Size	3
Level	78	HP	374,200
EXP	3,309	Strength	72,250
Libra	20	Vitality	240
Parry	Yes	Spirit	285

DROPS	Chance	Items
Primary	100%	Greatsnake Scale
Secondary	-	-
Appendage	100%	Greatsnake Crest
Element	100%	Fire (8)

AVAILABILITY **Time** Anytime

Natural Habitat -

Quest Hunt: People-Eating Snake Has Got to Go (Meldacio Hunter HQ)

STATUS AILMENTS Immune to Instant Death and Alterna, resistant to Stop

120% 100% 100% 120% 100% 100% 100% 50% 120% 100% 50%

NOTES Capable of inflicting Poison status. Break effects: Vitality -40% (head/10%, upper and lower body/20%, tail/15%).

JORMUNGAND



ATTRIBUTES		Size	3
Level	50	HP	184,200
EXP	1,421	Strength	22,940
Libra	IMM	Vitality	205
Parry	Yes	Spirit	262

DROPS	Chance	Items
Primary	100%	Drooping Whiskers
Secondary	-	-
Appendage	-	-
Element	100%	Fire (8)

AVAILABILITY **Time** Anytime

Natural Habitat Leide (Crestholm Channels)

Quest -

STATUS AILMENTS Immune to Instant Death and Alterna, resistant to Stop

120% 100% 100% 120% 100% 100% 100% IMM 120% 100% 100%

NOTES Employs Fire-elemental attacks capable of inflicting Burnt status. Break effects: Vitality -20% (head/10%, upper and lower body/20%, tail/15%).

JORMUNGAND



ATTRIBUTES		Size	3
Level	58	HP	244,200
EXP	1,978	Strength	34,340
Libra	IMM	Vitality	212
Parry	Yes	Spirit	271

DROPS	Chance	Items
Primary	100%	Drooping Whiskers
Secondary	-	-
Appendage	-	-
Element	100%	Fire (8)

AVAILABILITY **Time** Anytime

Natural Habitat -

Quest Hunt: Serpent of the Abyss (Hammerhead)

STATUS AILMENTS Immune to Instant Death and Alterna, resistant to Stop

120% 100% 100% 120% 100% 100% 100% IMM 120% 100% 100%

NOTES Employs Fire-elemental attacks capable of inflicting Burnt status. Break effects: Vitality -20% (head/10%, upper and lower body/20%, tail/15%).

JORMUNGAND



ATTRIBUTES		Size	3
Level	95	HP	603,600
EXP	5,856	Strength	105,280
Libra	IMM	Vitality	249
Parry	Yes	Spirit	311

DROPS	Chance	Items
Primary	100%	Divine Whiskers
Secondary	-	-
Appendage	-	-
Element	100%	Ice (10)

AVAILABILITY **Time** Anytime

Natural Habitat Duscae (Costlemark Tower maze - Chapter 15)

Quest -

STATUS AILMENTS Immune to Instant Death and Alterna, resistant to Stop

100% 120% 50% 100% 100% 100% 100% IMM 50% 120% 100%

NOTES Employs Fire-elemental attacks capable of inflicting Burnt status. Break effects: Vitality -20% (head/10%, upper and lower body/20%, tail/15%).

BILRÖST



ATTRIBUTES		Size	3
Level	99	HP	649,700
EXP	6,424	Strength	114,210
Libra	IMM	Vitality	251
Parry	Yes	Spirit	314

DROPS	Chance	Items
Primary	100%	Divine Whiskers
Secondary	-	-
Appendage	-	-
Element	100%	Ice (8)
Time		Anytime

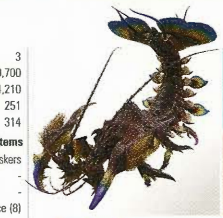
AVAILABILITY
Natural Habitat Duscae (Costlemark Tower maze - Chapter 15)
Quest -

STATUS AILMENTS Immune to Instant Death and Alterna, resistant to Stop

120% 100% 100% 120% 100% 100% 100% IMM 120% 100% 100%

NOTES Employs Fire-elemental attacks capable of inflicting Burnt and Overheated statuses. Break effects: Vitality -20% (head/10%, upper and lower body/20%, tail/15%).

KARLABOS



ATTRIBUTES		Size	3
Level	40	HP	40,900
EXP	651	Strength	7,040
Libra	10	Vitality	117
Parry	Yes	Spirit	142

DROPS	Chance	Items
Primary	75%	Rough Shell
Secondary	-	-
Appendage	100%	Prawn Antennae
Element	50%	Fire (6)
Time		Anytime

AVAILABILITY
Natural Habitat -
Quest Hunt: Herald from the Depths (Old Lestallum)

STATUS AILMENTS Resistant to Instant Death and Alterna

120% 100% 120% 100% 100% 100% 100% 50% 120% 100% 50%

NOTES Body part modifiers: -60% damage from weapons until broken (all parts). Break effects: Strength -15% (claw/20%); Vitality -30% (upper and lower body/20%).

KARLABOS



ATTRIBUTES		Size	3
Level	40	HP	89,000
EXP	651	Strength	8,840
Libra	10	Vitality	166
Parry	Yes	Spirit	202

DROPS	Chance	Items
Primary	75%	Rough Shell
Secondary	-	-
Appendage	100%	Prawn Antennae
Element	50%	Fire (6)
Time		Anytime

AVAILABILITY
Natural Habitat Cleigne (Leirity Seaside)
Quest -

STATUS AILMENTS Resistant to Instant Death and Alterna

120% 100% 120% 100% 100% 100% 100% 50% 120% 100% 50%

NOTES Body part modifiers: -60% damage from weapons until broken (all parts). Break effects: Strength -15% (claw/20%); Vitality -30% (upper and lower body/20%).

ROGUE KARLABOS



ATTRIBUTES		Size	3
Level	35	HP	75,300
EXP	507	Strength	6,350
Libra	10	Vitality	158
Parry	Yes	Spirit	194

DROPS	Chance	Items
Primary	100%	Karlabos Carapace
Secondary	-	-
Appendage	100%	Prawn Antennae
Element	50%	Fire (6)
Time		Anytime

AVAILABILITY
Natural Habitat -
Quest Sidequest: The Perfect Cup (Gladio)

STATUS AILMENTS Resistant to Instant Death

120% 100% 120% 100% 100% 100% 100% 50% 120% 100% 50%

NOTES Body part modifiers: -60% damage from weapons until broken (all parts). Break effects: Strength -15% (claw/20%); Vitality -30% (upper and lower body/20%).

STONESHEARS



ATTRIBUTES		Size	1
Level	4	HP	1,000
EXP	11	Strength	330
Libra	1.5	Vitality	48
Parry	Yes	Spirit	45

DROPS	Chance	Items
Primary	25%	Crab Carapace
Secondary	-	-
Appendage	-	-
Element	50%	Fire (3)
Time		Anytime

AVAILABILITY
Natural Habitat Leide (Galdin Quay region)
Quest -

STATUS AILMENTS -

100% 120% 100% 100% 100% 120% 100% 50% 120% 100% 50%

NOTES Employs attacks that bypass defense. Break effects: Vitality -15% (body/60%).

RUBYSHEARS



ATTRIBUTES		Size	1
Level	11	HP	16,100
EXP	30	Strength	1,060
Libra	1.5	Vitality	84
Parry	Yes	Spirit	81

DROPS	Chance	Items
Primary	50%	Crab Carapace
Secondary	-	-
Appendage	-	-
Element	50%	Fire (3)
Time		Anytime

AVAILABILITY
Natural Habitat -
Quest Hunt: Peace to the Beach (Galdin Quay)

STATUS AILMENTS Resistant to Instant Death

100% 120% 100% 100% 100% 120% 100% 50% 120% 100% 50%

NOTES Employs attacks that bypass defense. Break effects: Vitality -15% (body/60%).

SPARKSHEARS



ATTRIBUTES		Size	1
Level	17	HP	20,400
EXP	55	Strength	1,620
Libra	1.5	Vitality	103
Parry	Yes	Spirit	93

DROPS	Chance	Items
Primary	75%	Crab Carapace
Secondary	-	-
Appendage	-	-
Element	50%	Fire (3)
Time		Anytime

AVAILABILITY
Natural Habitat -
Quest Hunt: The Gourmands of Vannath (Galdin Quay)

STATUS AILMENTS Resistant to Instant Death

100% 120% 100% 100% 100% 120% 100% 50% 120% 100% 50%

NOTES Employs attacks that bypass defense. Break effects: Vitality -15% (body/60%).

SHIELDSHEARS



ATTRIBUTES		Size	2
Level	18	HP	15,000
EXP	68	Strength	1,400
Libra	3	Vitality	87
Parry	Yes	Spirit	78

DROPS	Chance	Items
Primary	50%	Giant Crab Pincers
Secondary	-	-
Appendage	-	-
Element	50%	Fire (3)
Time		Anytime

AVAILABILITY
Natural Habitat Cleigne (Fort Vaullerey region, Maidenwater, Cape Caem region)
Quest -

STATUS AILMENTS -

100% 100% 120% 100% 120% 100% 100% 50% 120% 100% 50%

NOTES Employs attacks that bypass defense. Break effects: Vitality -15% (body/60%).

SHIELDSHEARS



ATTRIBUTES		Size	2
Level	18	HP	20,800
EXP	68	Strength	1,700
Libra	3	Vitality	104
Parry	Yes	Spirit	94

DROPS	Chance	Items
Primary	50%	Giant Crab Pincers
Secondary	-	-
Appendage	-	-
Element	50%	Fire (3)
Time		Anytime

AVAILABILITY
Natural Habitat -
Quest Hunt: Cranky Crustaceans (Longwythe Rest Area)

STATUS AILMENTS -

100% 100% 120% 100% 120% 100% 100% 50% 120% 100% 50%

NOTES Employs attacks that bypass defense. Break effects: Vitality -15% (body/60%).

MIGHTYSHEARS



ATTRIBUTES		Size	2
Level	34	HP	32,700
EXP	211	Strength	5,400
Libra	3	Vitality	131
Parry	Yes	Spirit	118

DROPS	Chance	Items
Primary	100%	Giant Crab Pincers
Secondary	-	-
Appendage	-	-
Element	50%	Fire (3)
Time		Anytime

AVAILABILITY
Natural Habitat -
Quest Hunt: Shear Force (Old Lestallum)

STATUS AILMENTS Resistant to Instant Death and Alterna

100% 100% 120% 100% 120% 100% 100% 50% 120% 100% 50%

NOTES Employs attacks that bypass defense. Break effects: Vitality -15% (body/60%).

SHIELDSHEARS



ATTRIBUTES		Size	2
Level	70	HP	74,400
EXP	1,242	Strength	29,830
Libra	3	Vitality	143
Parry	Yes	Spirit	126

DROPS	Chance	Items
Primary	50%	Strong Pincers
Secondary	-	-
Appendage	-	-
Element	50%	Fire (3)
Time		Anytime

AVAILABILITY
Natural Habitat Duscae (Daurell Caverns maze - Chapter 15)
Quest -

STATUS AILMENTS Resistant to Alterna

100% 100% 120% 100% 120% 100% 100% 50% 120% 100% 50%

NOTES Employs attacks that bypass defense. Break effects: Vitality -15% (body/60%).

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REAPERTAIL



ATTRIBUTES			
Level	1	HP	800
EXP	2	Strength	280
Libra	1.5	Vitality	37
Parry	Yes	Spirit	35
Size			1

DROPS	Chance	Items
Primary	25%	Scorpion Barb
Secondary	-	-
Appendage	-	-
Element	50%	Ice (3)

AVAILABILITY
Time Anytime
Natural Habitat Leide (Hammerhead region); Cleigne (Ravatogh region)
Quest -

STATUS AILMENTS -

120% 120% 100% 100% 100% 100% 100% 100% 50% 120% 50%

NOTES Employs attacks that bypass defense. Break effects: Vitality -15% (body/60%).

REAPERKING



ATTRIBUTES			
Level	29	HP	62,400
EXP	127	Strength	4,810
Libra	1.5	Vitality	156
Parry	Yes	Spirit	141
Size			1

DROPS	Chance	Items
Primary	75%	Big Scorpion Stinger
Secondary	-	-
Appendage	-	-
Element	50%	Ice (4)

AVAILABILITY
Time Anytime
Natural Habitat Leide (north region)
Quest -

STATUS AILMENTS Resistant to Instant Death and Alterna

120% 120% 100% 100% 100% 100% 100% 100% 50% 120% 50%

NOTES Employs attacks that bypass defense. Break effects: Vitality -15% (body/60%).

REAPERKING



ATTRIBUTES			
Level	47	HP	50,900
EXP	325	Strength	13,580
Libra	1.5	Vitality	152
Parry	Yes	Spirit	135
Size			1

DROPS	Chance	Items
Primary	75%	Big Scorpion Stinger
Secondary	-	-
Appendage	-	-
Element	50%	Ice (4)

AVAILABILITY
Time Anytime
Natural Habitat -
Quest Hunt: Pointiest Pins in the Volcano (Verinas Mart - Ravatogh)

STATUS AILMENTS Resistant to Instant Death and Alterna

120% 120% 100% 100% 100% 100% 100% 100% 50% 120% 50%

NOTES Employs attacks that bypass defense. Break effects: Vitality -15% (body/60%).

SAPHYRTAIL



ATTRIBUTES			
Level	25	HP	3,400
EXP	93	Strength	1,640
Libra	1.5	Vitality	73
Parry	Yes	Spirit	66
Size			1

DROPS	Chance	Items
Primary	30%	Scorpion Stinger
Secondary	-	-
Appendage	-	-
Element	50%	Ice (3)

AVAILABILITY
Time Anytime
Natural Habitat Cleigne (The Rock of Ravatogh)
Quest -

STATUS AILMENTS -

120% 120% 100% 100% 100% 100% 100% 100% 50% 120% 50%

NOTES Employs attacks that bypass defense. Break effects: Vitality -15% (body/60%).

SAPHYRTAIL



ATTRIBUTES			
Level	25	HP	18,700
EXP	93	Strength	2,220
Libra	1.5	Vitality	98
Parry	Yes	Spirit	89
Size			1

DROPS	Chance	Items
Primary	30%	Scorpion Stinger
Secondary	-	-
Appendage	-	-
Element	30%	Ice (2)

AVAILABILITY
Time Anytime
Natural Habitat -
Quest Hunt: Sting in the Tail (Longwythe Rest Area)

STATUS AILMENTS -

120% 120% 100% 100% 100% 100% 100% 100% 50% 120% 50%

NOTES Employs attacks that bypass defense. Break effects: Vitality -15% (body/60%).

MANDRAKE



ATTRIBUTES			
Level	32	HP	8,700
EXP	165	Strength	2,660
Libra	1.5	Vitality	108
Parry	Yes	Spirit	82
Size			1

DROPS	Chance	Items
Primary	25%	Mandrake Flower
Secondary	-	-
Appendage	-	-
Element	50%	Lightning (3)

AVAILABILITY
Time Anytime
Natural Habitat Cleigne (The Myrlwood, Malmalam Thicket)
Quest -

STATUS AILMENTS Resistant to Alterna

120% 100% 100% 100% 120% 100% 100% 120% 100% 50% 50%

NOTES Capable of inflicting Mollified and Confusion statuses. Break effects: Vitality -15% (body/60%).

TREANT



ATTRIBUTES			
Level	38	HP	71,000
EXP	209	Strength	7,160
Libra	10	Vitality	219
Parry	Yes	Spirit	166
Size			2

DROPS	Chance	Items
Primary	80%	Treant Branch
Secondary	-	-
Appendage	100%	Treant Trunk
Element	50%	Lightning (5)

AVAILABILITY
Time Anytime
Natural Habitat Cleigne (The Myrlwood)
Quest -

STATUS AILMENTS Resistant to Instant Death and Alterna

100% 120% 100% 100% 100% 100% 120% 120% 100% 50% 50%

NOTES Capable of inflicting Mollified and Confusion statuses. Break effects: Vitality -45% (head/15%, body/15%, tail/15%).

TREANT



ATTRIBUTES			
Level	46	HP	91,400
EXP	312	Strength	13,220
Libra	10	Vitality	243
Parry	-	Spirit	183
Size			2

DROPS	Chance	Items
Primary	100%	Treant Branch
Secondary	-	-
Appendage	100%	Treant Trunk
Element	50%	Lightning (5)

AVAILABILITY
Time 20:30 to 03:59
Natural Habitat -
Quest Hunt: Felling the Mad Old Trees (Meldacio Hunter HQ)

STATUS AILMENTS Highly resistant to Instant Death, resistant to Alterna

100% 120% 100% 100% 100% 100% 120% 120% 100% 50% 50%

NOTES Capable of inflicting Mollified and Confusion statuses. Break effects: Vitality -45% (head/15%, body/15%, tail/15%).

WYVERN



ATTRIBUTES			
Level	38	HP	11,400
EXP	361	Strength	4,120
Libra	1.5	Vitality	104
Parry	Yes	Spirit	88
Size			2

DROPS	Chance	Items
Primary	75%	Wyvern Wing
Secondary	-	-
Appendage	-	-
Element	100%	Lightning (8)

AVAILABILITY
Time Anytime
Natural Habitat Cleigne (The Rock of Ravatogh)
Quest -

STATUS AILMENTS Resistant to Alterna

100% 100% 100% 100% 120% 120% 100% 100% 120% 50% 50%

NOTES Break effects: Vitality -15% (body/25%).

WYVERN



ATTRIBUTES			
Level	38	HP	36,400
EXP	361	Strength	5,820
Libra	1.5	Vitality	139
Parry	Yes	Spirit	117
Size			2

DROPS	Chance	Items
Primary	75%	Wyvern Wing
Secondary	-	-
Appendage	-	-
Element	100%	Lightning (8)

AVAILABILITY
Time Anytime
Natural Habitat -
Quest Hunt: Verinas Mart Under Threat (Verinas Mart - Ravatogh)

STATUS AILMENTS Highly resistant to Instant Death, resistant to Alterna

100% 100% 100% 100% 120% 120% 100% 100% 120% 50% 50%

NOTES Break effects: Vitality -15% (body/25%).

WYVERN



ATTRIBUTES			
Level	86	HP	301,900
EXP	2,928	Strength	62,220
Libra	1.5	Vitality	265
Parry	Yes	Spirit	217
Size			2

DROPS	Chance	Items
Primary	100%	Dragon Claw
Secondary	-	-
Appendage	-	-
Element	100%	Lightning (18)

AVAILABILITY
Time Anytime
Natural Habitat Cleigne (Steyliff Grove maze - Chapter 15)
Quest -

STATUS AILMENTS Highly resistant to Instant Death, resistant to Alterna

100% 100% 100% 100% 120% 120% 100% 100% 120% 50% 50%

NOTES Break effects: Vitality -15% (body/25%).

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DAGGERQUILL

ATTRIBUTES			
Level	8	HP	1,100
EXP	13	Strength	370
Libra	1.5	Vitality	45
Parry	Yes	Spirit	42
Size			1

DROPS	Chance	Items
Primary	50%	Sharp Tail Feathers
Secondary	50%	Daggerquill Breast
Appendage	-	-
Element	30%	Lightning (2)

AVAILABILITY
Time 20:30 to 03:59
Natural Habitat Leide (north region)
Quest -

STATUS AILMENTS Immune to Stop

1	2	3	4	5	6	7	8	9	10	11
100%	100%	100%	120%	120%	100%	100%	120%	100%	50%	50%

NOTES Break effects: Vitality -15% (body/60%).



DYNOAEVIS

ATTRIBUTES			
Level	18	HP	2,400
EXP	39	Strength	930
Libra	1.5	Vitality	62
Parry	-	Spirit	57
Size			1

DROPS	Chance	Items
Primary	25%	Sharp Tail Feathers
Secondary	-	-
Appendage	-	-
Element	30%	Lightning (2)

AVAILABILITY
Time Anytime
Natural Habitat -
Quest Main Quest: The Archaean

STATUS AILMENTS Immune to Stop

1	2	3	4	5	6	7	8	9	10	11
100%	100%	100%	120%	120%	100%	100%	120%	100%	50%	50%

NOTES Break effects: Vitality -15% (body/60%).



THUNDEROC

ATTRIBUTES			
Level	29	HP	4,100
EXP	86	Strength	1,920
Libra	1.5	Vitality	73
Parry	Yes	Spirit	91
Size			1

DROPS	Chance	Items
Primary	75%	Thunderoc Feather
Secondary	-	-
Appendage	-	-
Element	30%	Lightning (2)

AVAILABILITY
Time Anytime
Natural Habitat Cleigne (Ravatogh region)
Quest -

STATUS AILMENTS Immune to Stop

1	2	3	4	5	6	7	8	9	10	11
120%	100%	120%	100%	100%	100%	100%	120%	100%	50%	50%

NOTES Employs Lightning-elemental attacks capable of inflicting Shocked status. Break effects: Vitality -15% (body/60%).



THUNDEROC

ATTRIBUTES			
Level	29	HP	21,200
EXP	86	Strength	2,600
Libra	1.5	Vitality	86
Parry	Yes	Spirit	107
Size			1

DROPS	Chance	Items
Primary	75%	Thunderoc Feather
Secondary	-	-
Appendage	-	-
Element	30%	Lightning (2)

AVAILABILITY
Time 04:00 to 20:29
Natural Habitat -
Quest Hunt: Voltage Fluctuation (Meldacio Hunter HQ)

STATUS AILMENTS Immune to Stop

1	2	3	4	5	6	7	8	9	10	11
120%	100%	120%	100%	100%	100%	100%	120%	100%	50%	50%

NOTES Employs Lightning-elemental attacks capable of inflicting Shocked status. Break effects: Vitality -15% (body/60%).



COPPEROC

ATTRIBUTES			
Level	44	HP	47,000
EXP	244	Strength	9,970
Libra	1.5	Vitality	125
Parry	Yes	Spirit	152
Size			1

DROPS	Chance	Items
Primary	75%	Thunderoc Feather
Secondary	-	-
Appendage	-	-
Element	50%	Lightning (3)

AVAILABILITY
Time 04:00 to 20:29
Natural Habitat -
Quest Hunt: Red Lightning of Ravatogh (Verinas Mart - Ravatogh)

STATUS AILMENTS Resistant to Instant Death, resistant to Alterna, immune to Stop

1	2	3	4	5	6	7	8	9	10	11
120%	100%	120%	100%	100%	100%	100%	120%	100%	50%	50%

NOTES Employs Lightning-elemental attacks capable of inflicting Shocked status. Break effects: Vitality -15% (body/60%).



CACTUAR

ATTRIBUTES			
Level	15	HP	5,000
EXP	3,333	Strength	770
Libra	1.5	Vitality	74
Parry	Yes	Spirit	60
Size			1

DROPS	Chance	Items
Primary	100%	Oracle Ascension Coin
Secondary	-	-
Appendage	-	-
Element	50%	Fire (99)

AVAILABILITY
Time 04:00 to 07:59
Natural Habitat Duscae (southwest of Perpetouss Keep, north of Alstor Slough); Leide (northwest of Hammerhead, north of Longwythe); Cleigne (east of Steyliff Grove, north of Fort Vaullerey); rare monster, will only respawn after a minimum of 15 minutes
Quest -

STATUS AILMENTS Immune to Instant Death and Alterna

1	2	3	4	5	6	7	8	9	10	11
100%	100%	100%	120%	120%	100%	100%	50%	100%	100%	50%

NOTES May invoke Stalwart status. Employs fixed-damage (1,000 HP) attacks. Break effects: Vitality -15% (body/60%).



SLACTUAR

ATTRIBUTES			
Level	15	HP	5,000
EXP	3,333	Strength	770
Libra	1.5	Vitality	74
Parry	Yes	Spirit	60
Size			1

DROPS	Chance	Items
Primary	100%	Cactuar Needle
Secondary	-	-
Appendage	-	-
Element	50%	Fire (99)

AVAILABILITY
Time 04:00 to 07:59
Natural Habitat Duscae (southwest of Perpetouss Keep, north of Alstor Slough); Leide (northwest of Hammerhead, north of Longwythe); Cleigne (east of Steyliff Grove, north of Fort Vaullerey); very rare monster, will only respawn after a minimum of 15 minutes
Quest -

STATUS AILMENTS Immune to Instant Death and Alterna

1	2	3	4	5	6	7	8	9	10	11
100%	100%	100%	120%	120%	100%	100%	50%	100%	100%	50%

NOTES May invoke Stalwart status. Employs fixed-damage (1,000 HP) attacks. Break effects: Vitality -15% (body/60%).



GIGANTUAR

ATTRIBUTES			
Level	40	HP	35,900
EXP	1,470	Strength	6,500
Libra	10	Vitality	156
Parry	Yes	Spirit	118
Size			3

DROPS	Chance	Items
Primary	100%	Jumbo Needle
Secondary	-	-
Appendage	-	-
Element	100%	Fire (99)

AVAILABILITY
Time 04:00 to 20:29
Natural Habitat -
Quest Hunt: In the Drylands, It Rains Spines (Longwythe Rest Area)

STATUS AILMENTS Immune to Instant Death and Alterna

1	2	3	4	5	6	7	8	9	10	11
100%	120%	100%	100%	100%	100%	120%	50%	100%	100%	50%

NOTES May invoke Stalwart status. Employs fixed-damage (1,000 HP) attacks. Break effects: Vitality -15% (body/60%).



ZU

ATTRIBUTES			
Level	67	HP	108,200
EXP	6,764	Strength	133,100
Libra	45	Vitality	145
Parry	-	Spirit	136
Size			4

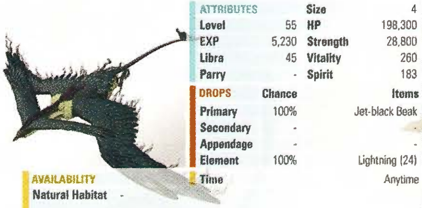
DROPS	Chance	Items
Primary	25%	Zu Tender
Secondary	75%	Zu Beak
Appendage	-	-
Element	100%	Lightning (16)

AVAILABILITY
Time Anytime
Natural Habitat -
Quest Hunt: Feathered Giant of the Firesmoke (Verinas Mart - Ravatogh)

STATUS AILMENTS Immune to Instant Death, Alterna, Poison, and Stop

1	2	3	4	5	6	7	8	9	10	11
100%	100%	120%	100%	50%	100%	120%	120%	100%	50%	IMM

NOTES Body part modifiers: -25% damage from Firearms and +10% damage from Fire (head); -25% damage from weapons (neck); -40% damage from weapons (body); -50% damage from weapons (wings); -75% damage from weapons and -25% from Fire, Ice, and Lightning (legs); -50% damage from weapons and -25% from Fire, Ice, and Lightning (tail).



BENNU

ATTRIBUTES			
Level	55	HP	198,300
EXP	5,230	Strength	28,800
Libra	45	Vitality	260
Parry	-	Spirit	183
Size			4

DROPS	Chance	Items
Primary	100%	Jet-black Beak
Secondary	-	-
Appendage	-	-
Element	100%	Lightning (24)

AVAILABILITY
Time Anytime
Natural Habitat -
Quest Sidequest: A Legend Is Born (Randolph)

STATUS AILMENTS Immune to Instant Death, Alterna, Poison, and Stop

1	2	3	4	5	6	7	8	9	10	11
100%	100%	120%	100%	100%	100%	120%	100%	50%	120%	IMM

NOTES Body part modifiers: -25% damage from Firearms and +10% damage from Fire (head); -25% damage from weapons (neck); -40% damage from weapons (body); -50% damage from weapons (wings); -75% damage from weapons and -25% from Fire, Ice, and Lightning (legs); -50% damage from weapons and -25% from Fire, Ice, and Lightning (tail).



ADAMANTOISE

ATTRIBUTES			
Level	99	HP	5,624,400
EXP	40,280	Strength	190,690
Libra	IMM	Vitality	325
Parry	-	Spirit	223
Size			5

DROPS	Chance	Items
Primary	100%	Adamantite
Secondary	-	-
Appendage	-	-
Element	100%	Fire (99)

AVAILABILITY
Time Anytime
Natural Habitat -
Quest Sidequest: Let Sleeping Mountains Lie (Cindy); Hunt: Lonely Rumblings in Longwythe (Hammerhead)

STATUS AILMENTS Immune to Instant Death, Alterna, Poison, and Stop

1	2	3	4	5	6	7	8	9	10	11
100%	120%	100%	100%	100%	100%	120%	100%	100%	100%	IMM

NOTES Body part modifiers: -25% damage from weapons, Fire, and Ice (head and legs); +50% damage from weapons, Fire, and Ice (neck); +150% damage from weapons, Fire, and Ice (eyes).



GOBLIN

ATTRIBUTES		Size	1
Level	7	HP	1,100
EXP	1	Strength	370
Libra	1.5	Vitality	48
Parry	Yes	Spirit	45

DROPS	Chance	Items
Primary	3%	Potion
Secondary	-	-
Appendage	-	-
Element	30%	Ice (2)

AVAILABILITY — **Time** Anytime

Natural Habitat Common; Leide (Keycatrich Trench, Balouve Mines)

Quest Main Quest: The Power of Kings

STATUS AILMENTS Resistant to Poison

100%	100%	120%	120%	100%	100%	100%	120%	50%	100%	120%

NOTES Capable of stealing Potions. Break effects: Vitality -20% (body/30%).



GOBLIN

ATTRIBUTES		Size	1
Level	7	HP	2,400
EXP	1	Strength	420
Libra	1.5	Vitality	51
Parry	Yes	Spirit	47

DROPS	Chance	Items
Primary	3%	Potion
Secondary	-	-
Appendage	-	-
Element	30%	Ice (2)

AVAILABILITY — **Time** 20:30 to 03:59

Natural Habitat -

Quest Hunt: Mineside Mischief Makers (Longwythe Rest Area)

STATUS AILMENTS Resistant to Poison

100%	100%	120%	120%	100%	100%	100%	120%	50%	100%	120%

NOTES Capable of stealing Potions and Hi-Potions. Break effects: Vitality -20% (body/30%).



GOBLIN

ATTRIBUTES		Size	1
Level	84	HP	20,300
EXP	131	Strength	31,340
Libra	1.5	Vitality	125
Parry	Yes	Spirit	109

DROPS	Chance	Items
Primary	3%	Elixir
Secondary	-	-
Appendage	-	-
Element	50%	Ice (3)

AVAILABILITY — **Time** Anytime

Natural Habitat Duscae (Costlemark Tower maze - Chapter 15)

Quest -

STATUS AILMENTS Resistant to Alterna and Poison

100%	100%	120%	120%	100%	100%	100%	120%	50%	100%	120%

NOTES Capable of stealing Mega-Potions and Megalixirs. Break effects: Vitality -20% (body/30%).



GLAMHOTH

ATTRIBUTES		Size	1
Level	17	HP	18,600
EXP	5	Strength	1,470
Libra	1.5	Vitality	97
Parry	Yes	Spirit	88

DROPS	Chance	Items
Primary	3%	Hi-Potion
Secondary	-	-
Appendage	-	-
Element	30%	Ice (2)

AVAILABILITY — **Time** 20:30 to 03:59

Natural Habitat -

Quest Hunt: Stealers of Lives (Galdin Quay)

STATUS AILMENTS Resistant to Instant Death and Poison

100%	100%	120%	120%	100%	100%	100%	120%	50%	100%	120%

NOTES Capable of stealing Potions and Hi-Potions. Break effects: Vitality -20% (body/30%).



SNAGA

ATTRIBUTES		Size	1
Level	30	HP	2,580
EXP	13	Strength	1,870
Libra	8	Vitality	76
Parry	Yes	Spirit	77

DROPS	Chance	Items
Primary	3%	Hi-Potion
Secondary	-	-
Appendage	-	-
Element	30%	Ice (2)

AVAILABILITY — **Time** Anytime

Natural Habitat -

Quest Main Quests: No Turning Back, A King's Struggle

STATUS AILMENTS -

100%	100%	120%	120%	100%	100%	100%	120%	50%	100%	120%

NOTES Capable of stealing Potions and Hi-Potions. Break effects: Vitality -20% (body/30%).



IMP

ATTRIBUTES		Size	1
Level	13	HP	2,400
EXP	3	Strength	650
Libra	11	Vitality	50
Parry	Yes	Spirit	65

DROPS	Chance	Items
Primary	3%	Bronze Bangle
Secondary	-	-
Appendage	-	-
Element	30%	Fire (2)

AVAILABILITY — **Time** Anytime

Natural Habitat Common; Duscae (Fociaugh Hollow); Cleigne (Glacial Grotto)

Quest Main Quests: Sword in the Waterfall, The Trial of Ramuh

STATUS AILMENTS Resistant to Poison

100%	100%	100%	120%	120%	100%	100%	50%	120%	100%	120%

NOTES Employs Ice-elemental attacks. Capable of inflicting Mollified and Poison statuses. Break effects: Vitality -20% (body/30%).



IMP

ATTRIBUTES		Size	1
Level	78	HP	18,800
EXP	126	Strength	26,990
Libra	11	Vitality	105
Parry	Yes	Spirit	125

DROPS	Chance	Items
Primary	3%	Silver Bangle
Secondary	-	-
Appendage	-	-
Element	50%	Fire (3)

AVAILABILITY — **Time** Anytime

Natural Habitat Leide (Balouve Mines maze - Chapter 15); Cleigne (Steyliff Grove maze - Chapter 15)

Quest -

STATUS AILMENTS Resistant to Alterna and Poison

100%	100%	100%	120%	120%	100%	100%	50%	120%	100%	120%

NOTES Employs Ice-elemental attacks. Capable of inflicting Mollified and Poison statuses. Break effects: Vitality -20% (body/30%).



ALV

ATTRIBUTES		Size	1
Level	22	HP	24,100
EXP	8	Strength	1,980
Libra	11	Vitality	93
Parry	Yes	Spirit	115

DROPS	Chance	Items
Primary	3%	Iron Bangle
Secondary	-	-
Appendage	-	-
Element	30%	Fire (2)

AVAILABILITY — **Time** 20:30 to 03:59

Natural Habitat -

Quest Hunt: Ill Weeds Grow in the Night (Altissia, Maagho)

STATUS AILMENTS Resistant to Instant Death and Poison

100%	100%	100%	120%	120%	100%	100%	50%	120%	100%	120%

NOTES Employs Ice-elemental attacks. Capable of inflicting Mollified and Poison statuses. Break effects: Vitality -20% (body/30%).



SKELETON

ATTRIBUTES		Size	1
Level	24	HP	3,400
EXP	16	Strength	1,350
Libra	5	Vitality	78
Parry	Yes	Spirit	71

DROPS	Chance	Items
Primary	5%	Iron Bangle
Secondary	-	-
Appendage	-	-
Element	30%	Lightning (2)

AVAILABILITY — **Time** Anytime

Natural Habitat Common; Cleigne (Steyliff Grove)

Quest Main Quest: Party of Three

STATUS AILMENTS -

100%	120%	100%	100%	100%	100%	120%	100%	120%	50%	120%

NOTES Capable of self-destruction. Break effects: Vitality -20% (body/30%).



SKELETON

ATTRIBUTES		Size	1
Level	65	HP	12,500
EXP	118	Strength	17,970
Libra	5	Vitality	116
Parry	Yes	Spirit	101

DROPS	Chance	Items
Primary	5%	Titanium Bangle
Secondary	-	-
Appendage	-	-
Element	30%	Lightning (2)

AVAILABILITY — **Time** Anytime

Natural Habitat Duscae (Fociaugh Hollow maze - Chapter 15); Cleigne (Glacial Grotto maze - Chapter 15)

Quest -

STATUS AILMENTS Resistant to Alterna

100%	120%	100%	100%	100%	100%	120%	100%	120%	50%	120%

NOTES Capable of self-destruction. Break effects: Vitality -20% (body/30%).





HOBGOBLIN

ATTRIBUTES			
		Size	1
Level	20	HP	6,300
EXP	8	Strength	1,210
Libra	8	Vitality	77
Parry	Yes	Spirit	69

DROPS	Chance	Items
Primary	3%	Garnet Bracelet
Secondary	-	-
Appendage	-	-
Element	30%	Lightning (2)

AVAILABILITY Time: 20:30 to 03:59

Natural Habitat Common; Cleigne (Fociaugh Hollow)

Quest -

STATUS AILMENTS -

100%	120%	100%	100%	100%	100%	120%	120%	100%	50%	120%

NOTES May invoke Tenacious status. May steal ingredients. Break effects: Vitality -20% (body/30%).



HOBGOBLIN

ATTRIBUTES			
		Size	1
Level	20	HP	21,100
EXP	8	Strength	1,720
Libra	8	Vitality	102
Parry	Yes	Spirit	92

DROPS	Chance	Items
Primary	3%	Garnet Bracelet
Secondary	-	-
Appendage	-	-
Element	30%	Lightning (2)

AVAILABILITY Time: 20:30 to 03:59

Natural Habitat -

Quest Hunts: Footfalls in the Dark (Galdin Quay), Baby Snatchers (Cauthess Rest Area)

STATUS AILMENTS -

100%	120%	100%	100%	100%	100%	120%	120%	100%	50%	120%

NOTES May invoke Tenacious status. May steal ingredients. Break effects: Vitality -20% (body/30%).



HOBGOBLIN

ATTRIBUTES			
		Size	1
Level	74	HP	32,800
EXP	104	Strength	27,060
Libra	8	Vitality	127
Parry	Yes	Spirit	112

DROPS	Chance	Items
Primary	3%	Heliodor Bracelet
Secondary	-	-
Appendage	-	-
Element	50%	Lightning (3)

AVAILABILITY Time: Anytime

Natural Habitat Leide (Balouve Mines maze - Chapter 15); Duscae (Costlemark Tower)

Quest -

STATUS AILMENTS Resistant to Alterna

100%	120%	100%	100%	100%	100%	120%	120%	100%	50%	120%

NOTES May invoke Tenacious status. May steal ingredients. Break effects: Vitality -20% (body/30%).



HOBGOBLIN

ATTRIBUTES			
		Size	1
Level	88	HP	46,600
EXP	171	Strength	39,440
Libra	8	Vitality	134
Parry	Yes	Spirit	116

DROPS	Chance	Items
Primary	3%	Sapphire Bracelet
Secondary	-	-
Appendage	-	-
Element	50%	Lightning (3)

AVAILABILITY Time: Anytime

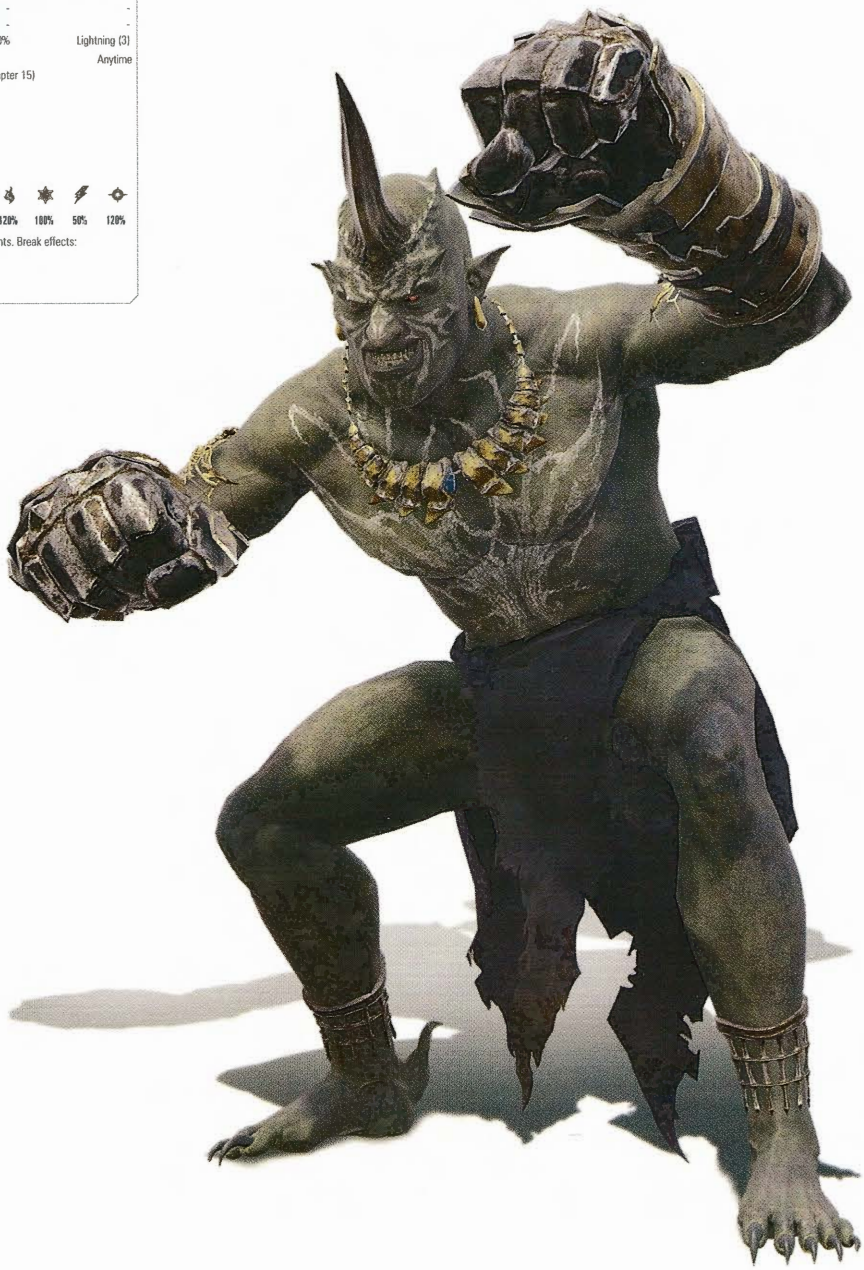
Natural Habitat Duscae (Costlemark Tower maze - Chapter 15)

Quest -

STATUS AILMENTS Resistant to Alterna

100%	120%	100%	100%	100%	100%	120%	120%	100%	50%	120%

NOTES May invoke Tenacious status. May steal ingredients. Break effects: Vitality -20% (body/30%).



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BUSSEMAND

ATTRIBUTES		Size	1
Level	44	HP	13,400
EXP	30	Strength	7,120
Libra	8	Vitality	107
Parry	Yes	Spirit	96

DROPS	Chance	Items
Primary	3%	Amethyst Bracelet
Secondary	-	-
Appendage	-	-
Element	30%	Lightning (2)

AVAILABILITY **Time** Anytime

Natural Habitat Leide (Crestholm Channels); Duscae (Costlemark Tower)

Quest Hunt: Baby Snatchers (Cauthess Rest Area)

STATUS AILMENTS Resistant to Instant Death and Alterna

100% 120% 100% 100% 100% 100% 120% 120% 100% 50% 120%

NOTES May invoke Tenacious status. May steal ingredients. Break effects: Vitality -20% (body/30%).



GARCHIMACERA

ATTRIBUTES		Size	1
Level	24	HP	18,700
EXP	18	Strength	1,830
Libra	11	Vitality	78
Parry	Yes	Spirit	98

DROPS	Chance	Items
Primary	3%	Warrior's Anklet
Secondary	-	-
Appendage	-	-
Element	30%	Lightning (2)

AVAILABILITY **Time** Anytime

Natural Habitat Duscae (Costlemark Tower)

Quest Main Quest: A Precious Source of Power

STATUS AILMENTS -

120% 100% 100% 100% 100% 120% 100% 120% 100% 50% 120%

NOTES May invoke Tough status. May steal Potions and Ethers. Break effects: Vitality -20% (body/30%).



GARCHIMACERA

ATTRIBUTES		Size	1
Level	24	HP	25,900
EXP	18	Strength	2,210
Libra	11	Vitality	94
Parry	Yes	Spirit	118

DROPS	Chance	Items
Primary	3%	Warrior's Anklet
Secondary	-	-
Appendage	-	-
Element	30%	Lightning (2)

AVAILABILITY **Time** 20:30 to 03:59

Natural Habitat -

Quest Hunt: Help Needed in EXINERIS (Lestallum, Thoroughfare)

STATUS AILMENTS -

120% 100% 100% 100% 100% 120% 100% 120% 100% 50% 120%

NOTES May invoke Tough status. May steal Potions and Ethers. Break effects: Vitality -20% (body/30%).



ERESHKIGAL

ATTRIBUTES		Size	1
Level	39	HP	29,300
EXP	52	Strength	5,530
Libra	11	Vitality	95
Parry	Yes	Spirit	116

DROPS	Chance	Items
Primary	3%	Knight's Anklet
Secondary	-	-
Appendage	-	-
Element	30%	Lightning (2)

AVAILABILITY **Time** Anytime

Natural Habitat Leide (Crestholm Channels, Keycatrich Trench maze – Chapter 15); Duscae (Costlemark Tower)

Quest -

STATUS AILMENTS Resistant to Instant Death and Alterna

120% 100% 100% 100% 100% 120% 100% 120% 100% 50% 120%

NOTES May invoke Tough status. May steal Potions and Hi-Potions. Break effects: Vitality -20% (body/30%).



ERESHKIGAL

ATTRIBUTES		Size	1
Level	39	HP	40,200
EXP	52	Strength	6,650
Libra	11	Vitality	114
Parry	Yes	Spirit	139

DROPS	Chance	Items
Primary	3%	Fencer's Anklet
Secondary	-	-
Appendage	-	-
Element	30%	Lightning (2)

AVAILABILITY **Time** 20:30 to 03:59

Natural Habitat -

Quest Hunt: A Daemonic Orchestra (Cauthess Rest Area)

STATUS AILMENTS Resistant to Instant Death and Alterna

120% 100% 100% 100% 100% 120% 100% 120% 100% 50% 120%

NOTES May invoke Tough status. May steal Potions and Hi-Potions. Break effects: Vitality -20% (body/30%).



SALPINX

ATTRIBUTES		Size	1
Level	35	HP	35,100
EXP	40	Strength	5,080
Libra	11	Vitality	109
Parry	Yes	Spirit	134

DROPS	Chance	Items
Primary	3%	Fencer's Anklet
Secondary	-	-
Appendage	-	-
Element	30%	Lightning (2)

AVAILABILITY **Time** 20:30 to 03:59

Natural Habitat Insomnia (Chapter 14)

Quest Hunt: Tourists Fade into the Night (Altissia, Maagho)

STATUS AILMENTS Resistant to Instant Death and Alterna

120% 100% 100% 100% 100% 120% 100% 120% 100% 50% 120%

NOTES May invoke Tough status. May steal Potions and Hi-Potions. Break effects: Vitality -20% (body/30%).



ALBERICH

ATTRIBUTES		Size	1
Level	37	HP	2,800
EXP	42	Strength	2,790
Libra	11	Vitality	84
Parry	Yes	Spirit	64

DROPS	Chance	Items
Primary	3%	Fencer's Anklet
Secondary	-	-
Appendage	-	-
Element	30%	Lightning (2)

AVAILABILITY **Time** Anytime

Natural Habitat -

Quest Main Quest: Reunion and Recovery

STATUS AILMENTS -

120% 100% 100% 100% 100% 120% 100% 120% 100% 50% 120%

NOTES May invoke Tough status. May steal Potions and Hi-Potions. Break effects: Vitality -20% (body/30%).



ALBERICH

ATTRIBUTES		Size	1
Level	37	HP	4,720
EXP	42	Strength	2,790
Libra	11	Vitality	84
Parry	Yes	Spirit	64

DROPS	Chance	Items
Primary	3%	Fencer's Anklet
Secondary	-	-
Appendage	-	-
Element	30%	Lightning (2)

AVAILABILITY **Time** Anytime

Natural Habitat -

Quest Main Quest: Reunion and Recovery

STATUS AILMENTS -

120% 100% 100% 100% 100% 120% 100% 120% 100% 50% 120%

NOTES May invoke Tough status. May steal Potions and Hi-Potions. Break effects: Vitality -20% (body/30%).



NAGA

ATTRIBUTES		Size	2
Level	30	HP	30,700
EXP	374	Strength	3,400
Libra	15	Vitality	102
Parry	Yes	Spirit	126

DROPS	Chance	Items
Primary	8%	Angel Earring
Secondary	-	-
Appendage	-	-
Element	100%	Fire (8)

AVAILABILITY **Time** Anytime

Natural Habitat Duscae (Fociaugh Hollow)

Quest Main Quest: The Trial of Ramuh

STATUS AILMENTS Resistant to Instant Death

100% 120% 100% 120% 100% 100% 100% 50% 120% 100% 120%

NOTES Capable of inflicting Toad status. Capable of self-destruction. Break effects: Vitality -20% (all body parts/30%).



KADRU

ATTRIBUTES		Size	2
Level	30	HP	21,000
EXP	374	Strength	2,390
Libra	15	Vitality	68
Parry	Yes	Spirit	84

DROPS	Chance	Items
Primary	8%	Angel Earring
Secondary	-	-
Appendage	-	-
Element	100%	Fire (8)

AVAILABILITY **Time** Anytime

Natural Habitat -

Quest Main Quest: Zegnautus Keep

STATUS AILMENTS -

100% 100% 120% 100% 120% 100% 100% 50% 120% 100% 120%

NOTES Capable of inflicting Toad status. Capable of self-destruction. Break effects: Vitality -20% (all body parts/30%).



NAGARANI

ATTRIBUTES		Size	3
Level	49	HP	122,700
EXP	1,228	Strength	17,070
Libra	22	Vitality	181
Parry	Yes	Spirit	219

DROPS	Chance	Items
Primary	4%	Talisman
Secondary	-	-
Appendage	-	-
Element	100%	Fire (8)

AVAILABILITY **Time** Anytime

Natural Habitat Leide (Crestholm Channels); Duscae (Costlemark Tower); Insomnia (Chapter 14)

Quest -

STATUS AILMENTS Highly resistant to Instant Death, resistant to Alterna and Stop

120% 100% 100% 100% 100% 120% 100% 50% 100% 120% 120%

NOTES Capable of healing. Capable of inflicting Toad status. Break effects: Vitality -20% (all body parts/30%).



SERPENTESS

ATTRIBUTES		Size	2
Level	95	HP	196,400
EXP	4,726	Strength	66,910
Libra	15	Vitality	158
Parry	Yes	Spirit	186

DROPS	Chance	Items
Primary	8%	Rune Earring
Secondary	-	-
Appendage	-	-
Element	100%	Fire (12)

AVAILABILITY **Time** Anytime

Natural Habitat Duscae (Costlemark Tower maze - Chapter 15)

Quest -

STATUS AILMENTS Resistant to Instant Death and Alterna

100% 120% 100% 120% 100% 100% 100% IMM ABS 100% 120%

NOTES Capable of inflicting Toad status. Capable of self-destruction. Break effects: Vitality -20% (all body parts/30%).



MAHANAGA

ATTRIBUTES		Size	3
Level	78	HP	380,800
EXP	3,603	Strength	72,310
Libra	22	Vitality	236
Parry	Yes	Spirit	279

DROPS	Chance	Items
Primary	8%	Talisman
Secondary	-	-
Appendage	-	-
Element	100%	Fire (10)

AVAILABILITY **Time** Anytime

Natural Habitat Duscae (Daurell Caverns maze - Chapter 15)

Quest -

STATUS AILMENTS Highly resistant to Instant Death, immune to Alterna, resistant to Stop

120%	100%	100%	100%	100%	120%	100%	50%	100%	120%	120%

NOTES Capable of healing. Capable of inflicting Toad and Stone statuses. Break effects: Vitality -20% (all body parts/30%).



RONIN

ATTRIBUTES		Size	1
Level	17	HP	13,500
EXP	140	Strength	1,220
Libra	8	Vitality	81
Parry	Yes	Spirit	73

DROPS	Chance	Items
Primary	5%	Ether
Secondary	-	-
Appendage	-	-
Element	50%	Fire (6)

AVAILABILITY **Time** Anytime

Natural Habitat Duscae (Daurell Caverns); Cleigne (Glacial Grotto)

Quest Main Quest: Sword in the Waterfall

STATUS AILMENTS -

120%	100%	100%	120%	100%	100%	100%	50%	100%	120%	120%

NOTES Employs Dark-elemental attacks capable of causing Instant Death. Break effects: Vitality -20% (body/30%).



RONIN

ATTRIBUTES		Size	1
Level	17	HP	41,100
EXP	234	Strength	1,860
Libra	8	Vitality	138
Parry	Yes	Spirit	125

DROPS	Chance	Items
Primary	1%	Safety Bit
Secondary	-	-
Appendage	-	-
Element	50%	Fire (6)

AVAILABILITY **Time** 20:30 to 03:59

Natural Habitat -

Quest Hunt: Bewitched Blade Stains the Waters (Altissia, Maagho)

STATUS AILMENTS -

120%	100%	100%	120%	100%	100%	100%	50%	100%	120%	120%

NOTES Employs Dark-elemental attacks capable of causing Instant Death. Break effects: Vitality -20% (body/30%).



RONIN

ATTRIBUTES		Size	1
Level	80	HP	91,400
EXP	4,123	Strength	37,840
Libra	8	Vitality	145
Parry	Yes	Spirit	126

DROPS	Chance	Items
Primary	1%	Safety Bit
Secondary	-	-
Appendage	-	-
Element	100%	Fire (10)

AVAILABILITY **Time** Anytime

Natural Habitat Cleigne (Steyliff Grove maze - Chapter 15)

Quest -

STATUS AILMENTS Resistant to Alterna

120%	100%	100%	120%	100%	100%	100%	50%	100%	120%	120%

NOTES Employs Dark-elemental attacks capable of causing Instant Death. Break effects: Vitality -20% (body/30%).



ARAMUSHA

ATTRIBUTES		Size	1
Level	50	HP	39,500
EXP	1,520	Strength	12,120
Libra	8	Vitality	127
Parry	Yes	Spirit	112

DROPS	Chance	Items
Primary	1%	Safety Bit
Secondary	-	-
Appendage	-	-
Element	50%	Fire (6)

AVAILABILITY **Time** Anytime

Natural Habitat Leide (Balouve Mines); Duscae (Fociaugh Hollow maze - Chapter 15)

Quest -

STATUS AILMENTS Immune to Instant Death, resistant to Alterna

120%	100%	100%	120%	100%	100%	100%	50%	100%	120%	120%

NOTES Employs Dark-elemental attacks capable of causing Instant Death. Break effects: Vitality -20% (body/30%).



ARAMUSHA

ATTRIBUTES		Size	1
Level	52	HP	175,600
EXP	1,738	Strength	27,710
Libra	8	Vitality	243
Parry	Yes	Spirit	215

DROPS	Chance	Items
Primary	5%	Elixir
Secondary	-	-
Appendage	-	-
Element	50%	Fire (6)

AVAILABILITY **Time** 20:30 to 03:59

Natural Habitat -

Quest Hunt: In a Heat Haze of Glory (Lestallum, Market)

STATUS AILMENTS Immune to Instant Death, resistant to Alterna

120%	100%	100%	120%	100%	100%	100%	50%	100%	120%	120%

NOTES Employs Dark-elemental attacks capable of causing Instant Death. Break effects: Vitality -20% (body/30%).



YOJIMBO

ATTRIBUTES		Size	1
Level	46	HP	46,500
EXP	1,210	Strength	11,450
Libra	11	Vitality	147
Parry	Yes	Spirit	130

DROPS	Chance	Items
Primary	1%	Safety Bit
Secondary	-	-
Appendage	-	-
Element	50%	Fire (6)

AVAILABILITY **Time** Anytime

Natural Habitat Leide (Crestholm Channels); Duscae (Costlemark Tower, Fociaugh Hollow maze – Chapter 15); Cleigne (Glacial Grotto maze – Chapter 15)

Quest -

STATUS AILMENTS Resistant to Instant Death, resistant to Alterna

100%	100%	120%	100%	120%	100%	100%	50%	100%	120%	120%

NOTES Employs Ice-elemental attacks capable of inflicting Frozen status, and Dark-elemental attacks capable of causing Instant Death. Break effects: Vitality -20% (body/30%).



YOJIMBO

ATTRIBUTES		Size	1
Level	54	HP	188,400
EXP	2,025	Strength	30,450
Libra	11	Vitality	245
Parry	Yes	Spirit	217

DROPS	Chance	Items
Primary	1%	Safety Bit
Secondary	-	-
Appendage	-	-
Element	50%	Fire (6)

AVAILABILITY **Time** 20:30 to 03:59

Natural Habitat -

Quest Hunt: A Fistful of Gil (Longwythe Rest Area)

STATUS AILMENTS Immune to Instant Death, resistant to Alterna

100%	100%	120%	100%	120%	100%	100%	50%	100%	120%	120%

NOTES Employs Ice-elemental attacks capable of inflicting Frozen status, and Dark-elemental attacks capable of causing Instant Death. Break effects: Vitality -20% (body/30%).





KENGO



ATTRIBUTES		Size	1
Level	71	HP	290,200
EXP	3,153	Strength	58,250
Libra	11	Vitality	265
Parry	Yes	Spirit	234

DROPS	Chance	Items
Primary	1%	Safety Bit
Secondary	-	-
Appendage	-	-
Element	100%	Fire (8)

AVAILABILITY **Time** Anytime

Natural Habitat Duscae (Glacial Grotto maze - Chapter 15)

Quest -

STATUS AILMENTS Resistant to Instant Death, immune to Alterna

100% 100% 120% 100% 120% 100% 100% 50% 100% 120% 120%

NOTES Employs Ice-elemental attacks capable of inflicting Frozen status, and Dark-elemental attacks capable of causing Instant Death. Break effects: Vitality -20% (body/30%).

AYAKASHI



ATTRIBUTES		Size	1
Level	99	HP	667,400
EXP	6,805	Strength	147,000
Libra	11	Vitality	303
Parry	Yes	Spirit	262

DROPS	Chance	Items
Primary	1%	Safety Bit
Secondary	-	-
Appendage	-	-
Element	100%	Fire (10)

AVAILABILITY **Time** 20:30 to 03:59

Natural Habitat -

Quest Hunt: Dead General Strikes Down the King (Lestallum, Thoroughfare)

STATUS AILMENTS Immune to Instant Death and Alterna

100% 50% 120% 100% 100% 100% 100% IMM IMM IMM 120%

NOTES Employs Ice-elemental attacks capable of inflicting Frozen status, and Dark-elemental attacks capable of causing Instant Death. Break effects: Vitality -20% (body/30%).

REAPER



ATTRIBUTES		Size	1
Level	25	HP	17,800
EXP	302	Strength	1,960
Libra	15	Vitality	94
Parry	-	Spirit	86

DROPS	Chance	Items
Primary	10%	Hi-Potion
Secondary	-	-
Appendage	-	-
Element	50%	Ice (4)

AVAILABILITY **Time** Anytime

Natural Habitat Cleigne (Steyliff Grove)

Quest Main Quest: Party of Three

STATUS AILMENTS -

100% 120% 100% 100% 100% 120% 100% 120% 50% 100% 120%

NOTES Break effects: Vitality -20% (body/30%).

ARACHNE



ATTRIBUTES		Size	2
Level	12	HP	13,000
EXP	114	Strength	780
Libra	11	Vitality	55
Parry	Yes	Spirit	77

DROPS	Chance	Items
Primary	8%	Elixir
Secondary	-	-
Appendage	-	-
Element	100%	Lightning (8)

AVAILABILITY **Time** Anytime

Natural Habitat Leide (Keycatrich Trench); Cleigne (Glacial Grotto)

Quest -

STATUS AILMENTS -

100% 120% 100% 100% 100% 100% 120% 120% 100% 50% 120%

NOTES Employs Lightning-elemental attacks capable of inflicting Shocked and Stop statuses. Can summon Tarantulas. Break effects: Vitality -20% (all body parts/30%).

ARACHNE



ATTRIBUTES		Size	2
Level	12	HP	18,500
EXP	114	Strength	940
Libra	15	Vitality	66
Parry	Yes	Spirit	93

DROPS	Chance	Items
Primary	8%	Elixir
Secondary	-	-
Appendage	-	-
Element	100%	Lightning (8)

AVAILABILITY **Time** Anytime

Natural Habitat -

Quest Main Quest: The Power of Kings

STATUS AILMENTS Resistant to Instant Death

100% 120% 100% 100% 100% 100% 120% 120% 100% 50% 120%

NOTES Employs Lightning-elemental attacks capable of inflicting Shocked and Stop statuses. Can summon Tarantulas. Break effects: Vitality -20% (all body parts/30%).

UTTU



ATTRIBUTES		Size	2
Level	32	HP	18,400
EXP	654	Strength	2,760
Libra	22	Vitality	68
Parry	-	Spirit	89

DROPS	Chance	Items
Primary	8%	Hi-Elixir
Secondary	-	-
Appendage	-	-
Element	100%	Lightning (8)

AVAILABILITY **Time** Anytime

Natural Habitat -

Quest Main Quests: A Kingís Struggle, Zegnautus Keep

STATUS AILMENTS Resistant to Alterna

100% 120% 100% 100% 100% 100% 120% 120% 100% 50% 120%

NOTES Employs Lightning-elemental attacks capable of inflicting Shocked and Stop statuses. Can summon Kokyangwutis. Break effects: Vitality -20% (all body parts/30%).

UTTU



ATTRIBUTES		Size	2
Level	97	HP	122,000
EXP	7,534	Strength	53,520
Libra	22	Vitality	103
Parry	-	Spirit	129

DROPS	Chance	Items
Primary	8%	Hi-Elixir
Secondary	-	-
Appendage	-	-
Element	100%	Lightning (10)

AVAILABILITY **Time** Anytime

Natural Habitat Duscae (Costlemark Tower maze - Chapter 15)

Quest -

STATUS AILMENTS Resistant to Alterna

100% 120% 100% 100% 100% 100% 120% ABS IMM ABS 120%

NOTES Employs Lightning-elemental attacks capable of inflicting Shocked and Stop statuses. Can summon Kokyangwutis. Break effects: Vitality -20% (all body parts/30%).

ARIADNE



ATTRIBUTES		Size	2
Level	41	HP	100,400
EXP	873	Strength	9,490
Libra	15	Vitality	164
Parry	Yes	Spirit	212

DROPS	Chance	Items
Primary	8%	Elixir
Secondary	-	-
Appendage	-	-
Element	100%	Lightning (8)

AVAILABILITY **Time** Anytime

Natural Habitat Insomnia (Chapter 14)

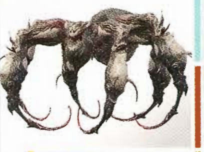
Quest Hunt: The Web-Weaving Princess (Lestallum, Market)

STATUS AILMENTS Highly resistant to Instant Death, resistant to Alterna

100% 120% 100% 100% 100% 100% 120% 120% 100% 50% 120%

NOTES Employs Lightning-elemental attacks capable of inflicting Shocked and Stop statuses. Can summon Kokyangwutis. Break effects: Vitality -20% (all body parts/30%).

TARANTULA



ATTRIBUTES		Size	1
Level	8	HP	900
EXP	10	Strength	350
Libra	1.5	Vitality	44
Parry	Yes	Spirit	39

DROPS	Chance	Items
Primary	8%	Potion
Secondary	-	-
Appendage	-	-
Element	30%	Ice (1)

AVAILABILITY **Time** -

Natural Habitat Summoned by Arachne

Quest -

STATUS AILMENTS -

100% 100% 100% 120% 120% 100% 100% 120% 50% 100% 120%

NOTES Break effects: Vitality -20% (body/30%).

KOKYANGWUTI



ATTRIBUTES		Size	1
Level	41	HP	41,400
EXP	163	Strength	7,570
Libra	1.5	Vitality	143
Parry	Yes	Spirit	121

DROPS	Chance	Items
Primary	8%	Potion
Secondary	-	-
Appendage	-	-
Element	30%	Ice (2)

AVAILABILITY **Time** -

Natural Habitat Summoned by Ariadne and Uttu

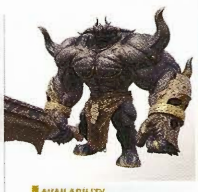
Quest -

STATUS AILMENTS Resistant to Instant Death and Alterna

100% 100% 100% 120% 120% 100% 100% 120% 50% 100% 120%

NOTES Break effects: Vitality -20% (body/30%).

IRON GIANT



ATTRIBUTES		Size	3
Level	30	HP	27,300
EXP	413	Strength	3,140
Libra	22	Vitality	137
Parry	Yes	Spirit	105

DROPS	Chance	Items
Primary	5%	Hi-Elixir
Secondary	-	-
Appendage	-	-
Element	100%	Fire (12)

AVAILABILITY **Time** 20:30 to 03:59

Natural Habitat Common; Duscae (Daurell Caverns); Cleigne (Steyliff Grove)

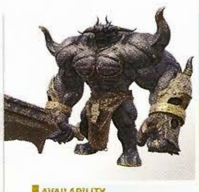
Quest Main Quest: Party of Three

STATUS AILMENTS Resistant to Instant Death

100% 120% 100% 100% 100% 120% 100% 50% 100% 100% 120%

NOTES Employs gravity-based (attractive) attacks. May invoke Tenacious and Stalwart statuses. Break effects: Vitality -20% (all body parts/30%).

IRON GIANT



ATTRIBUTES		Size	3
Level	37	HP	97,600
EXP	627	Strength	8,980
Libra	22	Vitality	235
Parry	Yes	Spirit	179

DROPS	Chance	Items
Primary	10%	Hi-Potion
Secondary	-	-
Appendage	-	-
Element	100%	Fire (16)

AVAILABILITY **Time** 20:30 to 03:59

Natural Habitat -

Quest Hunt: A Roaring in the Night (Taelpar Rest Area)

STATUS AILMENTS Immune to Instant Death, resistant to Alterna

100% 120% 100% 100% 100% 120% 100% 50% 100% 100% 120%

NOTES Employs gravity-based (attractive) attacks. May invoke Tenacious and Stalwart statuses. Break effects: Vitality -20% (all body parts/30%).



IRON GIANT

ATTRIBUTES		Size	3
Level	90	HP	150,100
EXP	9,211	Strength	53,490
Libra	22	Vitality	206
Parry	Yes	Spirit	152
DROPS	Chance		Items
Primary	1%		Megalixir
Secondary	-		-
Appendage	-		-
Element	100%		Fire (12)
Time			Anytime

AVAILABILITY

Natural Habitat Duscae (Costlemark Tower maze - Chapter 15)

Quest -

STATUS AILMENTS Resistant to Instant Death and Alterna

100%	120%	100%	100%	100%	120%	100%	ABS	100%	IMM	120%

NOTES Employs gravity-based (attractive) attacks. May invoke Tenacious and Stalwart statuses. Break effects: Vitality -20% (all body parts/30%).



GARGANTUA

ATTRIBUTES		Size	3
Level	30	HP	27,300
EXP	413	Strength	3,140
Libra	22	Vitality	137
Parry	Yes	Spirit	105
DROPS	Chance		Items
Primary	10%		Hi-Potion
Secondary	-		-
Appendage	-		-
Element	100%		Fire (16)
Time			Anytime

AVAILABILITY

Natural Habitat -

Quest Main Quest: Zegnautus Keep

STATUS AILMENTS Resistant to Instant Death and Alterna

100%	120%	100%	100%	100%	120%	100%	50%	100%	100%	120%

NOTES Employs gravity-based (attractive) attacks. May invoke Tenacious and Stalwart statuses. Break effects: Vitality -20% (all body parts/30%).



GANYMEDE

ATTRIBUTES		Size	3
Level	66	HP	83,300
EXP	4,585	Strength	27,570
Libra	22	Vitality	188
Parry	Yes	Spirit	139
DROPS	Chance		Items
Primary	1%		Megalixir
Secondary	-		-
Appendage	-		-
Element	100%		Fire (12)
Time			Anytime

AVAILABILITY

Natural Habitat Duscae (Fociaugh Hollow maze - Chapter 15)

Quest -

STATUS AILMENTS Immune to Instant Death and Alterna

100%	120%	100%	100%	100%	120%	100%	50%	100%	100%	120%

NOTES Employs gravity-based (attractive) attacks. May invoke Tenacious and Stalwart statuses. Break effects: Vitality -20% (all body parts/30%).



GANYMEDE

ATTRIBUTES		Size	3
Level	66	HP	238,600
EXP	4,585	Strength	46,080
Libra	22	Vitality	299
Parry	Yes	Spirit	221
DROPS	Chance		Items
Primary	1%		Megalixir
Secondary	-		-
Appendage	-		-
Element	100%		Fire (12)
Time			Anytime

AVAILABILITY

Natural Habitat Duscae (Fociaugh Hollow maze - Chapter 15)

Quest Hunt: Cruel Giants of Duscae (Cauthess Rest Area) (20:30 to 03:59 only)

STATUS AILMENTS Immune to Instant Death and Alterna

100%	120%	100%	100%	100%	120%	100%	50%	100%	100%	120%

NOTES Employs gravity-based (attractive) attacks. May invoke Tenacious and Stalwart statuses. Break effects: Vitality -20% (all body parts/30%).



RED GIANT

ATTRIBUTES		Size	3
Level	42	HP	81,800
EXP	1,972	Strength	10,080
Libra	45	Vitality	230
Parry	Yes	Spirit	174
DROPS	Chance		Items
Primary	8%		Mega-Potion
Secondary	-		-
Appendage	-		-
Element	100%		Fire (16)
Time			Anytime

AVAILABILITY

Natural Habitat Duscae (Costlemark Tower); Insomnia (Chapter 14)

Quest -

STATUS AILMENTS Immune to Instant Death and Alterna, resistant to Stop

50%	50%	50%	50%	50%	50%	50%	50%	50%	50%	120%

NOTES Employs Fire-elemental and gravity-based (attractive) attacks. May invoke Tenacious and Stalwart statuses. Break effects: Vitality -50% (all body parts/30%).



CHANDRAVARMA

ATTRIBUTES		Size	3
Level	73	HP	285,600
EXP	6,332	Strength	56,980
Libra	45	Vitality	306
Parry	Yes	Spirit	229
DROPS	Chance		Items
Primary	8%		Hi-Elixir
Secondary	-		-
Appendage	-		-
Element	100%		Fire (16)
Time			Anytime

AVAILABILITY

Natural Habitat Duscae (Fociaugh Hollow maze - Chapter 15)

Quest -

STATUS AILMENTS Immune to Instant Death and Alterna, resistant to Stop

50%	50%	50%	50%	50%	50%	50%	50%	50%	50%	120%

NOTES Employs Fire-elemental and gravity-based (attractive) attacks. May invoke Tenacious and Stalwart statuses. Break effects: Vitality -50% (all body parts/30%).



CHADARNOOK

ATTRIBUTES		Size	2
Level	32	HP	80,500
EXP	1,485	Strength	5,600
Libra	15	Vitality	148
Parry	Yes	Spirit	192
DROPS	Chance		Items
Primary	5%		Moon Pendant
Secondary	-		-
Appendage	-		-
Element	50%		Lightning (5)
Time			Anytime

AVAILABILITY

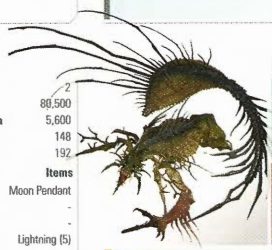
Natural Habitat -

Quest Hunt: A Lost Painting (Altissia, Maagho)

STATUS AILMENTS Immune to Instant Death and Alterna

20%	20%	20%	20%	20%	20%	20%	120%	100%	50%	120%

NOTES Invokes changes in resistances between physical and magic. Employs Dark-elemental attacks. Capable of inflicting Mollified, Compromised, and Confusion statuses. Break effects: Vitality -20% (all body parts/30%).



DAEMONWALL

ATTRIBUTES		Size	4
Level	84	HP	343,600
EXP	11,320	Strength	59,350
Libra	115	Vitality	209
Parry	Yes	Spirit	262
DROPS	Chance		Items
Primary	5%		Oracle Card
Secondary	-		-
Appendage	-		-
Element	100%		Lightning (12)
Time			Anytime

AVAILABILITY

Natural Habitat -

Quest Hunt: A Wall in our Way (Meldacio Hunter HQ)

STATUS AILMENTS Immune to Instant Death and Alterna, resistant to Poison

100%	100%	120%	100%	100%	100%	120%	50%	50%	50%	120%

NOTES Capable of inflicting Poison and Stone statuses. Break effects: Vitality -20% (body/30%).



DEATHCLAW

ATTRIBUTES		Size	3
Level	34	HP	72,300
EXP	387	Strength	4,030
Libra	45	Vitality	141
Parry	Yes	Spirit	185
DROPS	Chance		Items
Primary	8%		Elixir
Secondary	-		-
Appendage	-		-
Element	100%		Ice (8)
Time			Anytime

AVAILABILITY

Natural Habitat -

Quest Main Quest: Breath of the Glacian

STATUS AILMENTS Immune to Instant Death and Alterna

100%	100%	100%	100%	100%	120%	120%	120%	50%	100%	120%

NOTES Employs Dark-elemental attacks. Break effects: Vitality -20% (all body parts/30%).



ISEULTALON



ATTRIBUTES		Size	3
Level	72	HP	230,200
EXP	2,177	Strength	37,610
Libra	45	Vitality	196
Parry	Yes	Spirit	249

DROPS	Chance	Items
Primary	8%	Hi-Elixir
Secondary	-	-
Appendage	-	-
Element	100%	Ice (10)

AVAILABILITY **Time** 20:30 to 03:59

Natural Habitat Insomnia (Chapter 14); Duscae (Daurell Caverns maze - Chapter 15)

Quest Hunt: Bones Seek an Offering (Lestallum, Thoroughfare)

STATUS AILMENTS Immune to Instant Death and Alterna

100%	100%	100%	100%	100%	120%	120%	120%	50%	100%	120%

NOTES Employs Dark-elemental attacks. Break effects: Vitality -20% (all body parts/30%).

NAGLFAR



ATTRIBUTES		Size	3
Level	120	HP	875,700
EXP	4,885	Strength	153,380
Libra	45	Vitality	260
Parry	Yes	Spirit	323

DROPS	Chance	Items
Primary	100%	Squirming Bone
Secondary	-	-
Appendage	-	-
Element	100%	Ice (99)

AVAILABILITY **Time** 20:30 to 03:59

Natural Habitat -

Quest Sidequest: Wondrous Weapon (Randolph)

STATUS AILMENTS Immune to Instant Death and Alterna, weak to Stop

50%	50%	50%	50%	50%	50%	50%	120%	120%	120%	120%

NOTES Employs Dark-elemental attacks. Break effects: Vitality -20% (all body parts/30%).

LICH



ATTRIBUTES		Size	2
Level	27	HP	21,400
EXP	201	Strength	2,620
Libra	22	Vitality	85
Parry	Yes	Spirit	104

DROPS	Chance	Items
Primary	3%	Rainbow Pendant
Secondary	-	-
Appendage	-	-
Element	50%	Lightning (6)

AVAILABILITY **Time** Anytime

Natural Habitat Cleigne (Steyliff Grove)

Quest Hunt: Things from the Past (Cauthess Rest Area) (20:30 to 03:59 only)

STATUS AILMENTS Resistant to Alterna

120%	100%	100%	100%	120%	100%	100%	100%	120%	50%	120%

NOTES Employs Fire-elemental attacks. Capable of inflicting Disenchanted status. Break effects: Vitality -20% (body/30%).

LICH



ATTRIBUTES		Size	2
Level	35	HP	81,800
EXP	204	Strength	7,270
Libra	45	Vitality	157
Parry	Yes	Spirit	192

DROPS	Chance	Items
Primary	3%	Rainbow Pendant
Secondary	-	-
Appendage	-	-
Element	50%	Lightning (6)

AVAILABILITY **Time** 20:30 to 03:59

Natural Habitat -

Quest Hunt: Softly Now, Mighty Foes (Meldacio Hunter HQ)

STATUS AILMENTS Resistant to Alterna

120%	100%	100%	100%	120%	100%	100%	100%	120%	50%	120%

NOTES Employs Fire-elemental attacks. Capable of inflicting Disenchanted status. Break effects: Vitality -20% (body/30%)

WRAITH



ATTRIBUTES		Size	2
Level	32	HP	23,300
EXP	126	Strength	3,410
Libra	45	Vitality	88
Parry	Yes	Spirit	108

DROPS	Chance	Items
Primary	3%	Rainbow Pendant
Secondary	-	-
Appendage	-	-
Element	50%	Lightning (6)

AVAILABILITY **Time** Anytime

Natural Habitat -

Quest Main Quests: Into the Arctic Crevasse, Zegnautus Keep

STATUS AILMENTS Resistant to Alterna

120%	100%	100%	100%	120%	100%	100%	100%	120%	50%	120%

NOTES Employs Fire-elemental attacks. Capable of inflicting Disenchanted status. Break effects: Vitality -20% (body/30%).

MINDFLAYER



ATTRIBUTES		Size	2
Level	19	HP	20,200
EXP	144	Strength	1,400
Libra	45	Vitality	62
Parry	Yes	Spirit	97

DROPS	Chance	Items
Primary	3%	White Sage
Secondary	-	-
Appendage	-	-
Element	50%	Ice (5)

AVAILABILITY **Time** Anytime

Natural Habitat Duscae (Fociaugh Hollow); Cleigne (Glacial Grotto)

Quest Main Quests: Sword in the Waterfall, The Trial of Ramuh

STATUS AILMENTS -

100%	100%	120%	120%	100%	100%	100%	100%	50%	120%	120%

NOTES Employs Ice-elemental attacks. Capable of inflicting Mollified and Confusion statuses. Break effects: Vitality -20% (body/30%).

MINDFLAYER



ATTRIBUTES		Size	2
Level	19	HP	28,600
EXP	144	Strength	1,690
Libra	45	Vitality	74
Parry	Yes	Spirit	117

DROPS	Chance	Items
Primary	3%	White Sage
Secondary	-	-
Appendage	-	-
Element	50%	Ice (5)

AVAILABILITY **Time** 20:30 to 03:59

Natural Habitat -

Quest Hunt: Exorcism of the Nebulawood (Wiz Chocobo Post)

STATUS AILMENTS -

100%	100%	120%	120%	100%	100%	100%	100%	50%	120%	120%

NOTES Employs Ice-elemental attacks. Capable of inflicting Mollified and Confusion statuses. Break effects: Vitality -20% (body/30%).

MINDFLAYER



ATTRIBUTES		Size	2
Level	26	HP	108,400
EXP	233	Strength	4,450
Libra	45	Vitality	132
Parry	Yes	Spirit	205

DROPS	Chance	Items
Primary	5%	White Sage
Secondary	-	-
Appendage	-	-
Element	50%	Ice (5)

AVAILABILITY **Time** 20:30 to 03:59

Natural Habitat -

Quest Hunt: Back Alley Spook (Altissia, Maagho)

STATUS AILMENTS Immune to Instant Death, resistant to Alterna

100%	100%	120%	120%	100%	100%	100%	100%	50%	120%	120%

NOTES Employs Ice-elemental attacks. Capable of inflicting Mollified and Confusion statuses. Break effects: Vitality -20% (body/30%).

MINDFLAYER



ATTRIBUTES		Size	2
Level	75	HP	112,600
EXP	2,061	Strength	31,860
Libra	45	Vitality	102
Parry	Yes	Spirit	152

DROPS	Chance	Items
Primary	5%	Lavender Oil
Secondary	-	-
Appendage	-	-
Element	100%	Ice (8)

AVAILABILITY **Time** Anytime

Natural Habitat Leide (Balouve Mines maze - Chapter 15); Cleigne (Steyliff Grove maze - Chapter 15)

Quest -

STATUS AILMENTS Resistant to Alterna

100%	100%	120%	120%	100%	100%	100%	100%	50%	120%	120%

NOTES Employs Ice-elemental attacks. Capable of inflicting Mollified and Confusion statuses. Break effects: Vitality -20% (body/30%).

MINDFLAYER



ATTRIBUTES		Size	2
Level	86	HP	148,800
EXP	2,853	Strength	41,700
Libra	45	Vitality	105
Parry	Yes	Spirit	156

DROPS	Chance	Items
Primary	2%	Safety Bit
Secondary	-	-
Appendage	-	-
Element	100%	Ice (8)

AVAILABILITY **Time** Anytime

Natural Habitat Duscae (Costlemark Tower maze - Chapter 15)

Quest -

STATUS AILMENTS Resistant to Alterna

100%	100%	120%	120%	100%	100%	100%	100%	IMM	ABS	120%

NOTES Employs Ice-elemental attacks. Capable of inflicting Mollified and Confusion statuses. Break effects: Vitality -20% (body/30%).

NECROMANCER



ATTRIBUTES		Size	2
Level	41	HP	45,900
EXP	455	Strength	9,420
Libra	45	Vitality	122
Parry	Yes	Spirit	148

DROPS	Chance	Items
Primary	3%	Rainbow Pendant
Secondary	-	-
Appendage	-	-
Element	50%	Lightning (6)

AVAILABILITY **Time** Anytime

Natural Habitat Duscae (Daurell Caverns)

Quest Main Quest: Party of Three; Hunt: Softly Now, Mighty Foes (Meldacio Hunter HQ)

STATUS AILMENTS Resistant to Instant Death

100%	120%	100%	100%	100%	120%	100%	100%	120%	50%	120%

NOTES Employs Dark-elemental attacks capable of causing Instant Death. Summons minions. Break effects: Vitality -20% (body/30%).

NECROMANCER



ATTRIBUTES		Size	2
Level	41	HP	99,500
EXP	455	Strength	11,810
Libra	45	Vitality	173
Parry	Yes	Spirit	210

DROPS	Chance	Items
Primary	3%	Rainbow Pendant
Secondary	-	-
Appendage	-	-
Element	50%	Lightning (6)

AVAILABILITY **Time** 20:30 to 03:59

Natural Habitat -

Quest Hunt: Things from the Past (Cauthess Rest Area)

STATUS AILMENTS Resistant to Instant Death

100%	120%	100%	100%	100%	120%	100%	100%	120%	50%	120%

NOTES Employs Dark-elemental attacks capable of causing Instant Death. Summons minions. Break effects: Vitality -20% (body/30%).



PSYCHOMANCER

ATTRIBUTES		Size	2
Level	82	HP	150,400
EXP	2,080	Strength	50,270
Libra	45	Vitality	151
Parry	Yes	Spirit	179
DROPS	**Chance**		**Items**
Primary	3%		Earth Pendant
Secondary	-		-
Appendage	-		-
Element	100%		Lightning (8)

AVAILABILITY

Time Anytime

Natural Habitat Cleigne (Steyliff Grove maze - Chapter 15)

Quest -

STATUS AILMENTS Resistant to Instant Death and Alterna

100%	120%	100%	100%	100%	120%	100%	100%	120%	50%	120%

NOTES Employs Dark-elemental attacks capable of causing Instant Death. Summons minions. Break effects: Vitality -20% (body/30%).



PSYCHOMANCER

ATTRIBUTES		Size	2
Level	82	HP	445,500
EXP	2,080	Strength	83,930
Libra	45	Vitality	240
Parry	Yes	Spirit	284
DROPS	**Chance**		**Items**
Primary	3%		Moon Pendant
Secondary	-		-
Appendage	-		-
Element	100%		Lightning (8)

AVAILABILITY

Time Anytime

Natural Habitat Leide (Balouve Mines maze - Chapter 15); Cleigne (Steyliff Grove maze - Chapter 15)

Quest -

STATUS AILMENTS Resistant to Instant Death and Alterna

100%	120%	100%	100%	100%	120%	100%	100%	120%	50%	120%

NOTES Employs Dark-elemental attacks capable of causing Instant Death. Summons minions. Break effects: Vitality -20% (body/30%).



BRAINDRAINER

ATTRIBUTES		Size	2
Level	95	HP	185,000
EXP	3,139	Strength	52,590
Libra	45	Vitality	109
Parry	Yes	Spirit	162
DROPS	**Chance**		**Items**
Primary	5%		Lavender Oil
Secondary	-		-
Appendage	-		-
Element	100%		Ice (8)

AVAILABILITY

Time Anytime

Natural Habitat Duscae (Costlemark Tower maze - Chapter 15)

Quest -

STATUS AILMENTS Resistant to Alterna

100%	100%	120%	120%	100%	100%	100%	100%	50%	120%	120%

NOTES Employs Ice-elemental attacks. Capable of inflicting Mollified and Confusion statuses. Break effects: Vitality --20% (body/30%).



GARGOYLE

ATTRIBUTES		Size	1
Level	32	HP	7,800
EXP	182	Strength	840
Libra	5	Vitality	46
Parry	-	Spirit	50
DROPS	**Chance**		**Items**
Primary	3%		Knight's Anklet
Secondary	-		-
Appendage	-		-
Element	50%		Fire (5)

AVAILABILITY

Time Anytime

Natural Habitat -

Quest Main Quest: No Turning Back

STATUS AILMENTS Resistant to Alterna

100%	100%	120%	100%	100%	120%	100%	50%	100%	120%	120%

NOTES Capable of inflicting Stop status. Body part modifiers: +30% damage from weapons (body); +60% damage from weapons (head); +100% damage from weapons (back). Break effects: Vitality -50% (back/10%).



ZIGGURAT

ATTRIBUTES		Size	1
Level	57	HP	51,400
EXP	1,200	Strength	17,410
Libra	5	Vitality	130
Parry	-	Spirit	115
DROPS	**Chance**		**Items**
Primary	3%		Champion's Anklet
Secondary	-		-
Appendage	-		-
Element	50%		Fire (5)

AVAILABILITY

Time Anytime

Natural Habitat Duscae (Fociaugh Hollow maze - Chapter 15)

Quest Hunt: Trembling Killers (Lestallum, Thoroughfare)

STATUS AILMENTS Resistant to Alterna

100%	100%	120%	100%	100%	120%	100%	50%	100%	120%	120%

NOTES Capable of inflicting Stop status. Body part modifiers: +30% damage from weapons (body); +60% damage from weapons (head); +100% damage from weapons (back). Break effects: Vitality -50% (back/10%).



FORAS

ATTRIBUTES		Size	2
Level	35	HP	18,200
EXP	423	Strength	8,930
Libra	8	Vitality	184
Parry	-	Spirit	178
DROPS	**Chance**		**Items**
Primary	3%		Crusader's Anklet
Secondary	-		-
Appendage	-		-
Element	50%		Fire (5)

AVAILABILITY

Time Anytime

Natural Habitat -

Quest Main Quest: Zegnautus Keep

STATUS AILMENTS Resistant to Instant Death and Alterna

100%	100%	120%	100%	100%	120%	100%	50%	100%	120%	120%

NOTES Capable of inflicting Stop status. Body part modifiers: +5% damage from weapons (body); +30% damage from weapons (back); +40% damage from weapons (weak spot in the back). Break effects: Vitality -30% (back/10%), Vitality -50% (weak spot in the back/10%).



FORAS

ATTRIBUTES		Size	2
Level	35	HP	33,800
EXP	423	Strength	7,470
Libra	8	Vitality	107
Parry	-	Spirit	83
DROPS	**Chance**		**Items**
Primary	3%		Crusader's Anklet
Secondary	-		-
Appendage	-		-
Element	50%		Fire (5)

AVAILABILITY

Time Anytime

Natural Habitat -

Quest Main Quest: Zegnautus Keep

STATUS AILMENTS Resistant to Instant Death and Alterna

100%	100%	120%	100%	100%	120%	100%	50%	100%	120%	120%

NOTES Capable of inflicting Stop status. Body part modifiers: +5% damage from weapons (body); +30% damage from weapons (back); +40% damage from weapons (weak spot in the back). Break effects: Vitality -30% (back/10%), Vitality -50% (weak spot in the back/10%).





TONBERRY

ATTRIBUTES		Size	1
Level	29	HP	31,300
EXP	231	Strength	3,840
Libra	15	Vitality	105
Parry	Yes	Spirit	129
DROPS	**Chance**		**Items**
Primary	5%		White Choker
Secondary	-		-
Appendage	-		-
Element	50%		Lightning (33)

AVAILABILITY **Time** 20:30 to 03:59

Natural Habitat -

Quest Hunt: The Case of the Disappearing Hunters (Altissia, Maagho)

STATUS AILMENTS -

100% 100% 100% 120% 120% 100% 100% 100% 120% 50% 120%

NOTES Employs Fire-elemental attacks capable of inflicting Burnt status. Capable of inflicting Stop status. Break effects: Vitality -20% (body/30%).



TONBERRY

ATTRIBUTES		Size	1
Level	84	HP	335,200
EXP	2,888	Strength	66,040
Libra	15	Vitality	216
Parry	Yes	Spirit	255
DROPS	**Chance**		**Items**
Primary	5%		Blue Choker
Secondary	-		-
Appendage	-		-
Element	50%		Lightning (99)

AVAILABILITY **Time** Anytime

Natural Habitat Cleigne (Steyliff Grove maze - Chapter 15)

Quest -

STATUS AILMENTS Resistant to Alterna

100% 100% 100% 120% 120% 100% 100% 100% 120% 50% 120%

NOTES Employs Fire-elemental attacks capable of inflicting Burnt status. Capable of inflicting Stop status. Break effects: Vitality -20% (body/30%).



MASTER TONBERRY

ATTRIBUTES		Size	1
Level	41	HP	99,500
EXP	1,617	Strength	11,810
Libra	45	Vitality	173
Parry	Yes	Spirit	210
DROPS	**Chance**		**Items**
Primary	6%		Green Choker
Secondary	-		-
Appendage	-		-
Element	50%		Lightning (33)

AVAILABILITY **Time** 20:30 to 03:59

Natural Habitat -

Quest Hunt: The Tragic Facts (Altissia, Maagho)

STATUS AILMENTS Highly resistant to Instant Death, resistant to Alterna and Stop

120% 120% 100% 100% 100% 100% 100% 100% 120% 50% 120%

NOTES Employs Fire-elemental attacks capable of inflicting Burnt status. Capable of inflicting Stop status and Instant Death. Break effects: Vitality -20% (body/30%).



MASTER TONBERRY

ATTRIBUTES		Size	1
Level	88	HP	512,500
EXP	9,233	Strength	96,620
Libra	45	Vitality	244
Parry	Yes	Spirit	289
DROPS	**Chance**		**Items**
Primary	10%		Red Choker
Secondary	-		-
Appendage	-		-
Element	50%		Lightning (99)

AVAILABILITY **Time** Anytime

Natural Habitat Cleigne (Steyliff Grove maze - Chapter 15)

Quest -

STATUS AILMENTS Highly resistant to Instant Death, immune to Alterna, resistant to Stop

120% 120% 100% 100% 100% 100% 100% 100% 120% 50% 120%

NOTES Employs Fire-elemental attacks capable of inflicting Burnt status. Capable of inflicting Stop status and Instant Death. Break effects: Vitality -20% (body/30%).



SIR TONBERRY

ATTRIBUTES		Size	1
Level	75	HP	267,400
EXP	6,774	Strength	52,890
Libra	45	Vitality	210
Parry	Yes	Spirit	249
DROPS	**Chance**		**Items**
Primary	6%		Red Choker
Secondary	-		-
Appendage	-		-
Element	50%		Lightning (66)

AVAILABILITY **Time** Anytime

Natural Habitat Duscae (Daurell Caverns maze - Chapter 15)

Quest -

STATUS AILMENTS Immune to Instant Death and Alterna, resistant to Stop

120% 120% 100% 100% 100% 100% 100% 100% 120% 50% 120%

NOTES Employs Fire-elemental attacks capable of inflicting Burnt status. Capable of inflicting Stop status and Instant Death. Break effects: Vitality -20% (body/30%).



SIR TONBERRY

ATTRIBUTES		Size	1
Level	75	HP	372,700
EXP	7,472	Strength	70,560
Libra	45	Vitality	235
Parry	Yes	Spirit	278
DROPS	**Chance**		**Items**
Primary	100%		Chef's Knife
Secondary	-		-
Appendage	-		-
Element	50%		Lightning (99)

AVAILABILITY **Time** 20:30 to 03:59

Natural Habitat -

Quest Sidequest: Legend Wrapped in Enigma (Randolph)

STATUS AILMENTS Immune to Instant Death and Alterna, resistant to Stop

100% 50% 100% 120% 100% 100% 100% 50% 50% 50% 120%

NOTES Employs Fire-elemental attacks capable of inflicting Burnt status. Capable of inflicting Stop status and Instant Death. Break effects: Vitality -20% (body/30%).



BOMB

ATTRIBUTES		Size	2
Level	15	HP	5,400
EXP	17	Strength	850
Libra	15	Vitality	54
Parry	Yes	Spirit	71
DROPS	**Chance**		**Items**
Primary	1%		Fire Crest
Secondary	-		-
Appendage	-		-
Element	100%		Fire (12)

AVAILABILITY **Time** 20:30 to 03:59

Natural Habitat Common

Quest -

STATUS AILMENTS -

120% 100% 100% 120% 100% 100% 100% ABS 400% 100% 120%

NOTES Employs Fire-elemental attacks capable of inflicting Burnt status. Can self-destruct, damaging all nearby characters. Break effects: Vitality -20% (body/30%).



GRENADE

ATTRIBUTES		Size	2
Level	31	HP	9,400
EXP	48	Strength	2,720
Libra	15	Vitality	78
Parry	Yes	Spirit	96
DROPS	**Chance**		**Items**
Primary	1%		Fire Crest
Secondary	-		-
Appendage	-		-
Element	100%		Fire (12)

AVAILABILITY **Time** 20:30 to 03:59

Natural Habitat Common

Quest -

STATUS AILMENTS Resistant to Alterna

100% 100% 100% 100% 120% 100% 120% ABS 400% 100% 120%

NOTES Employs Fire-elemental attacks capable of inflicting Burnt status. Capable of causing a large explosion that can summon up to three Bombs. Break effects: Vitality -20% (body/30%).



GRENADE

ATTRIBUTES		Size	2
Level	31	HP	31,300
EXP	48	Strength	3,840
Libra	15	Vitality	105
Parry	Yes	Spirit	129
DROPS	**Chance**		**Items**
Primary	1%		Fire Crest
Secondary	-		-
Appendage	-		-
Element	100%		Fire (12)

AVAILABILITY **Time** 20:30 to 03:59

Natural Habitat -

Quest Hunt: Will-o'-the-Wisps out on the Town (Altissia, Maagho)

STATUS AILMENTS Resistant to Alterna

100% 100% 100% 100% 120% 100% 120% ABS 400% 100% 120%

NOTES Employs Fire-elemental attacks capable of inflicting Burnt status. Capable of causing a large explosion that can summon up to three Bombs. Break effects: Vitality -20% (body/30%).



ICE BOMB

ATTRIBUTES		Size	2
Level	22	HP	7,200
EXP	27	Strength	1,390
Libra	15	Vitality	69
Parry	Yes	Spirit	86
DROPS	**Chance**		**Items**
Primary	1%		Ice Crest
Secondary	-		-
Appendage	-		-
Element	100%		Ice (12)

AVAILABILITY **Time** 20:30 to 03:59

Natural Habitat Common

Quest -

STATUS AILMENTS -

120% 100% 100% 120% 100% 100% 100% 400% ABS 100% 120%

NOTES Employs Ice-elemental attacks capable of inflicting Frozen status. Break effects: Vitality -20% (body/30%).



ICE BOMB

ATTRIBUTES		Size	2
Level	22	HP	24,100
EXP	27	Strength	1,980
Libra	15	Vitality	93
Parry	Yes	Spirit	115
DROPS	**Chance**		**Items**
Primary	1%		Ice Crest
Secondary	-		-
Appendage	-		-
Element	100%		Ice (12)

AVAILABILITY **Time** 20:30 to 03:59

Natural Habitat -

Quest Hunt: Cool Callatein Mist (Lestallum, Thoroughfare)

STATUS AILMENTS -

120% 100% 100% 120% 100% 100% 100% 400% ABS 100% 120%

NOTES Employs Ice-elemental attacks capable of inflicting Frozen status. Break effects: Vitality -20% (body/30%).



CRYONADE

ATTRIBUTES		Size	2
Level	65	HP	28,500
EXP	289	Strength	20,570
Libra	15	Vitality	105
Parry	Yes	Spirit	125
DROPS	**Chance**		**Items**
Primary	1%		Ice Crest
Secondary	-		-
Appendage	-		-
Element	100%		Ice (12)

AVAILABILITY **Time** Anytime

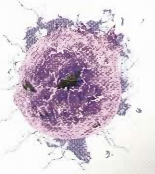
Natural Habitat Cleigne (Glacial Grotto maze - Chapter 15)

Quest -

STATUS AILMENTS Resistant to Alterna

100% 100% 100% 100% 120% 100% 120% 400% ABS 100% 120%

NOTES Employs Ice-elemental attacks capable of inflicting Frozen status. Capable of causing a large explosion that can summon up to three Ice Bombs. Break effects: Vitality -20% (body/30%).



THUNDER BOMB

ATTRIBUTES		Size	2
Level	21	HP	7,000
EXP	25	Strength	1,320
Libra	15	Vitality	67
Parry	Yes	Spirit	85

DROPS	Chance	Items
Primary	1%	Lightning Crest
Secondary	-	-
Appendage	-	-
Element	100%	Lightning (12)

AVAILABILITY **Time** Anytime

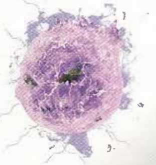
Natural Habitat Common; Duscae (Fociaugh Hollow)

Quest Main Quest: The Trial of Ramuh

STATUS AILMENTS -

120%	100%	100%	120%	100%	100%	100%	100%	100%	ABS	120%

NOTES Employs Lightning-elemental attacks capable of inflicting Shocked status. Break effects: Vitality -20% (body/30%).



THUNDER BOMB

ATTRIBUTES		Size	2
Level	21	HP	23,600
EXP	25	Strength	1,870
Libra	15	Vitality	90
Parry	Yes	Spirit	113

DROPS	Chance	Items
Primary	1%	Lightning Crest
Secondary	-	-
Appendage	-	-
Element	100%	Lightning (12)

AVAILABILITY **Time** 20:30 to 03:59

Natural Habitat -

Quest Hunt: Thunder in Them Thar Hills (Wiz Chocobo Post)

STATUS AILMENTS -

120%	100%	100%	120%	100%	100%	100%	100%	100%	ABS	120%

NOTES Employs Lightning-elemental attacks capable of inflicting Shocked status. Break effects: Vitality -20% (body/30%).



GALVANADE

ATTRIBUTES		Size	2
Level	54	HP	21,200
EXP	188	Strength	12,970
Libra	15	Vitality	99
Parry	Yes	Spirit	120

DROPS	Chance	Items
Primary	1%	Lightning Crest
Secondary	-	-
Appendage	-	-
Element	100%	Lightning (12)

AVAILABILITY **Time** Anytime

Natural Habitat Duscae (Costlemark Tower); Leide (Keycatrich Trench maze - Chapter 15)

Quest -

STATUS AILMENTS Resistant to Alterna

100%	100%	100%	100%	120%	100%	120%	100%	100%	ABS	120%

NOTES Employs Lightning-elemental attacks capable of inflicting Shocked status. Capable of causing a large explosion that can summon up to three Thunder Bombs. Break effects: Vitality -20% (body/30%).



FLAN

ATTRIBUTES		Size	1
Level	14	HP	2,500
EXP	23	Strength	690
Libra	15	Vitality	50
Parry	Yes	Spirit	66

DROPS	Chance	Items
Primary	3%	Potion
Secondary	-	-
Appendage	-	-
Element	100%	Lightning (12)

AVAILABILITY **Time** Anytime

Natural Habitat Common; Leide (Crestholm Channels); Duscae (Costlemark Tower); Cleigne (Glacial Grotto)

Quest Main Quest: Sword in the Waterfall

STATUS AILMENTS -

50%	50%	50%	50%	50%	50%	50%	100%	100%	100%	120%

NOTES Employs HP-draining attacks. Break effects: Vitality -20% (body/30%).



FLAN

ATTRIBUTES		Size	1
Level	14	HP	18,200
EXP	23	Strength	1,130
Libra	15	Vitality	71
Parry	Yes	Spirit	94

DROPS	Chance	Items
Primary	3%	Potion
Secondary	-	-
Appendage	-	-
Element	100%	Lightning (12)

AVAILABILITY **Time** 20:30 to 03:59

Natural Habitat -

Quest Hunt: Squash the Squirmers (Longwythe Rest Area)

STATUS AILMENTS -

50%	50%	50%	50%	50%	50%	50%	100%	100%	100%	120%

NOTES Employs HP-draining attacks. Break effects: Vitality -20% (body/30%).



JUMBO FLAN

ATTRIBUTES		Size	1
Level	15	HP	18,700
EXP	26	Strength	1,210
Libra	15	Vitality	72
Parry	Yes	Spirit	95

DROPS	Chance	Items
Primary	3%	Potion
Secondary	-	-
Appendage	-	-
Element	100%	Lightning (12)

AVAILABILITY **Time** 20:30 to 03:59

Natural Habitat -

Quest Hunt: Raindrops in the Night (Hammerhead)

STATUS AILMENTS Resistant to Instant Death

50%	50%	50%	50%	50%	50%	50%	100%	100%	100%	120%

NOTES Employs HP-draining attacks. Break effects: Vitality -20% (body/30%).



CRÉME BRÛLÉE

ATTRIBUTES		Size	1
Level	25	HP	3,700
EXP	55	Strength	1,450
Libra	15	Vitality	68
Parry	Yes	Spirit	85

DROPS	Chance	Items
Primary	1%	Lightning Crest
Secondary	-	-
Appendage	-	-
Element	100%	Fire (12)

AVAILABILITY **Time** Anytime

Natural Habitat Cleigne (Steyliff Grove)

Quest Main Quest: Party of Three

STATUS AILMENTS -

50%	50%	50%	50%	50%	50%	50%	ABS	100%	ABS	120%

NOTES Employs HP-draining attacks. Break effects: Vitality -20% (body/30%).



GELATIN

ATTRIBUTES		Size	1
Level	35	HP	5,000
EXP	101	Strength	3,140
Libra	15	Vitality	77
Parry	Yes	Spirit	95

DROPS	Chance	Items
Primary	2%	Ice Crest
Secondary	-	-
Appendage	-	-
Element	100%	Ice (12)

AVAILABILITY **Time** Anytime

Natural Habitat Leide (Crestholm Channels), Duscae (Costlemark Tower)

Quest Hunt: Blobs Ashore (Old Lestallum)

STATUS AILMENTS Resistant to Alterna

50%	50%	50%	50%	50%	50%	50%	ABS	ABS	120%	120%

NOTES Employs HP-draining attacks. Break effects: Vitality -20% (body/30%).



BAVAROIS

ATTRIBUTES		Size	1
Level	50	HP	8,500
EXP	207	Strength	9,050
Libra	15	Vitality	92
Parry	Yes	Spirit	111

DROPS	Chance	Items
Primary	2%	Fire Crest
Secondary	-	-
Appendage	-	-
Element	100%	Fire (12)

AVAILABILITY **Time** Anytime

Natural Habitat Leide (Keycatrich Trench maze - Chapter 15)

Quest Hunt: King of the Great Escape (Altissia, Maagho)

STATUS AILMENTS Resistant to Alterna

50%	50%	50%	50%	50%	50%	50%	ABS	120%	120%	120%

NOTES Employs HP-draining attacks. Break effects: Vitality -20% (body/30%).



MARSHMALLOW

ATTRIBUTES		Size	1
Level	52	HP	9,400
EXP	222	Strength	10,300
Libra	15	Vitality	93
Parry	Yes	Spirit	112

DROPS	Chance	Items
Primary	2%	Ice Crest
Secondary	-	-
Appendage	-	-
Element	100%	Ice (12)

AVAILABILITY **Time** Anytime

Natural Habitat Leide (Keycatrich Trench maze - Chapter 15)

Quest -

STATUS AILMENTS Resistant to Alterna

50%	50%	50%	50%	50%	50%	50%	120%	50%	120%	120%

NOTES Employs HP-draining attacks. Break effects: Vitality -20% (body/30%).





DOLCE

ATTRIBUTES		Size	1
Level	72	HP	16,400
EXP	455	Strength	22,360
Libra	15	Vitality	102
Parry	Yes	Spirit	122

DROPS	Chance	Items
Primary	3%	Fire Crest
Secondary	-	-
Appendage	-	-
Element	100%	Fire (12)

AVAILABILITY — **Time** Anytime

Natural Habitat Duscae (Daurell Caverns maze - Chapter 15); Cleigne (Steyliff Grove maze - Chapter 15)

Quest -

STATUS AILMENTS Resistant to Alterna

IMM	IMM	IMM	IMM	IMM	IMM	IMM	ABS	120%	120%	120%

NOTES Employs HP-draining attacks. Immune to all weapon types, including Royal Arms. Break effects: Vitality -20% (body/30%).



CUSTARD

ATTRIBUTES		Size	1
Level	72	HP	16,400
EXP	455	Strength	22,360
Libra	15	Vitality	102
Parry	Yes	Spirit	122

DROPS	Chance	Items
Primary	2%	Lightning Crest
Secondary	-	-
Appendage	-	-
Element	100%	Lightning (12)

AVAILABILITY — **Time** Anytime

Natural Habitat Cleigne (Steyliff Grove maze - Chapter 15)

Quest -

STATUS AILMENTS Resistant to Alterna

IMM	IMM	IMM	IMM	IMM	IMM	IMM	120%	120%	ABS	120%

NOTES Employs HP-draining attacks. Immune to all weapon types, including Royal Arms. Break effects: Vitality -20% (body/30%).



MATCHA MOUSSE

ATTRIBUTES		Size	1
Level	83	HP	21,500
EXP	644	Strength	30,570
Libra	15	Vitality	107
Parry	Yes	Spirit	126

DROPS	Chance	Items
Primary	3%	Dark Crest
Secondary	-	-
Appendage	-	-
Element	100%	Ice (12)

AVAILABILITY — **Time** Anytime

Natural Habitat Cleigne (Steyliff Grove maze - Chapter 15)

Quest -

STATUS AILMENTS Immune to Instant Death, resistant to Alterna

50%	50%	50%	50%	50%	50%	50%	120%	ABS	ABS	120%

NOTES Employs HP-draining attacks. Break effects: Vitality -20% (body/30%).



BLACK FLAN

ATTRIBUTES		Size	2
Level	38	HP	42,100
EXP	144	Strength	5,850
Libra	22	Vitality	110
Parry	Yes	Spirit	142

DROPS	Chance	Items
Primary	2%	Dark Crest
Secondary	-	-
Appendage	-	-
Element	100%	Ice (12)

AVAILABILITY — **Time** Anytime

Natural Habitat Leide (Crestholm Channels); Insomnia (Chapter 14); Leide (Keycatrich Trench maze - Chapter 15)

Quest -

STATUS AILMENTS Resistant to Instant Death and Alterna

50%	50%	50%	50%	50%	50%	50%	50%	50%	50%	120%

NOTES Employs Dark-elemental and HP-draining attacks. Break effects: Vitality -20% (body/30%).



BLACK FLAN

ATTRIBUTES		Size	2
Level	38	HP	91,100
EXP	144	Strength	7,350
Libra	22	Vitality	156
Parry	Yes	Spirit	202

DROPS	Chance	Items
Primary	2%	Dark Crest
Secondary	-	-
Appendage	-	-
Element	100%	Ice (12)

AVAILABILITY — **Time** 20:30 to 03:59

Natural Habitat -

Quest Hunt: Mission: Invincible (Meldacio Hunter HQ)

STATUS AILMENTS Resistant to Instant Death and Alterna

50%	50%	50%	50%	50%	50%	50%	50%	50%	50%	120%

NOTES Employs Dark-elemental and HP-draining attacks. Break effects: Vitality -20% (body/30%).



LAKHMU FLAN

ATTRIBUTES		Size	2
Level	61	HP	274,000
EXP	388	Strength	39,180
Libra	22	Vitality	210
Parry	Yes	Spirit	269

DROPS	Chance	Items
Primary	2%	Dark Crest
Secondary	-	-
Appendage	-	-
Element	100%	Ice (12)

AVAILABILITY — **Time** Anytime

Natural Habitat Leide (Keycatrich Trench maze - Chapter 15)

Quest -

STATUS AILMENTS Resistant to Instant Death and Alterna

50%	50%	50%	50%	50%	50%	50%	50%	50%	50%	120%

NOTES Employs Dark-elemental and HP-draining attacks. Break effects: Vitality -20% (body/30%).



HECTEYES

ATTRIBUTES		Size	2
Level	20	HP	7,500
EXP	77	Strength	1,140
Libra	15	Vitality	64
Parry	Yes	Spirit	83

DROPS	Chance	Items
Primary	1%	Dark Crest
Secondary	-	-
Appendage	-	-
Element	50%	Fire (6)

AVAILABILITY — **Time** Anytime

Natural Habitat Duscae (Daurell Caverns)

Quest -

STATUS AILMENTS -

100%	100%	120%	100%	100%	120%	100%	100%	100%	100%	120%

NOTES Capable of inflicting Compromised and Confusion statuses. Break effects: Vitality -20% (body/30%).



HECTEYES

ATTRIBUTES		Size	2
Level	20	HP	24,600
EXP	77	Strength	1,620
Libra	15	Vitality	85
Parry	Yes	Spirit	111

DROPS	Chance	Items
Primary	1%	Dark Crest
Secondary	-	-
Appendage	-	-
Element	50%	Fire (6)

AVAILABILITY — **Time** 20:30 to 03:59

Natural Habitat -

Quest Hunt: A Nightmare Upon the Water (Altissia, Maagho)

STATUS AILMENTS -

100%	100%	120%	100%	100%	120%	100%	100%	100%	100%	120%

NOTES Capable of inflicting Compromised and Confusion statuses. Break effects: Vitality -20% (body/30%).



HECTEYES

ATTRIBUTES		Size	2
Level	55	HP	24,400
EXP	499	Strength	12,830
Libra	15	Vitality	97
Parry	-	Spirit	124

DROPS	Chance	Items
Primary	1%	Dark Crest
Secondary	-	-
Appendage	-	-
Element	50%	Fire (6)

AVAILABILITY — **Time** Anytime

Natural Habitat Leide (Keycatrich Trench maze - Chapter 15); Cleigne (around Pitioss Ruins)

Quest -

STATUS AILMENTS Resistant to Alterna

100%	100%	120%	100%	100%	120%	100%	100%	100%	100%	120%

NOTES Capable of inflicting Compromised and Confusion statuses. Break effects: Vitality -20% (body/30%).



IMPERIAL FORCES





IMPERIAL RIFLEMAN

ATTRIBUTES		Size	1
Level	3	HP	1,000
EXP	8	Strength	260
Libra	1.5	Vitality	39
Parry	-	Spirit	35

DROPS	Chance	Items
Primary	5%	Superior Restorative
Secondary	1%	Bulletproof Vest
Appendage	-	-
Element	30%	Lightning (2)

AVAILABILITY
Time Anytime
Natural Habitat -
Quest Main Quest: Ill Tidings

STATUS AILMENTS Immune to Poison and Stop

100%	100%	100%	100%	120%	120%	100%	120%	100%	50%	100%

NOTES -



IMPERIAL RIFLEMAN

ATTRIBUTES		Size	1
Level	16	HP	900
EXP	42	Strength	320
Libra	1.5	Vitality	44
Parry	-	Spirit	49

DROPS	Chance	Items
Primary	5%	Superior Restorative
Secondary	1%	Bulletproof Vest
Appendage	-	-
Element	30%	Lightning (2)

AVAILABILITY
Time Anytime
Natural Habitat -
Quest Main Quest: Express Train for Trouble

STATUS AILMENTS Immune to Poison and Stop

100%	100%	100%	100%	120%	120%	100%	120%	100%	50%	100%

NOTES -



IMPERIAL TROOPER

ATTRIBUTES		Size	1
Level	16	HP	2,600
EXP	42	Strength	800
Libra	1.5	Vitality	64
Parry	-	Spirit	55

DROPS	Chance	Items
Primary	5%	Superior Restorative
Secondary	1%	Bulletproof Vest
Appendage	-	-
Element	30%	Lightning (2)

AVAILABILITY
Time Anytime
Natural Habitat Leide (hill overlooking Insomnia); imperial bases; landing craft drops from Chapter 05 to Chapter 08
Quest Main Quests: Engaging the Empire, Imperial Infiltration

STATUS AILMENTS Immune to Poison and Stop

100%	100%	100%	100%	120%	120%	100%	120%	100%	50%	100%

NOTES -



BATTERY SOLDIER

ATTRIBUTES		Size	1
Level	4	HP	1,000
EXP	9	Strength	280
Libra	1.5	Vitality	46
Parry	-	Spirit	36

DROPS	Chance	Items
Primary	5%	Muscle Stimulant
Secondary	1%	Bulletproof Vest
Appendage	-	-
Element	30%	Lightning (2)

AVAILABILITY
Time Anytime
Natural Habitat -
Quest Main Quest: The Power of Kings

STATUS AILMENTS Immune to Poison and Stop

100%	100%	100%	100%	120%	120%	100%	120%	100%	50%	100%

NOTES -



BATTERY SOLDIER

ATTRIBUTES		Size	1
Level	16	HP	2,500
EXP	42	Strength	790
Libra	1.5	Vitality	71
Parry	-	Spirit	55

DROPS	Chance	Items
Primary	5%	Muscle Stimulant
Secondary	1%	Bulletproof Vest
Appendage	-	-
Element	30%	Lightning (2)

AVAILABILITY
Time Anytime
Natural Habitat Leide (hill overlooking Insomnia); imperial bases
Quest Main Quests: Engaging the Empire, Imperial Infiltration, The Trial of Leviathan

STATUS AILMENTS Immune to Poison and Stop

100%	100%	100%	100%	120%	120%	100%	120%	100%	50%	100%

NOTES -



IMPERIAL RIFLEMAN

ATTRIBUTES		Size	1
Level	4	HP	1,000
EXP	11	Strength	300
Libra	1.5	Vitality	40
Parry	-	Spirit	37

DROPS	Chance	Items
Primary	5%	Reflex Enhancer
Secondary	1%	Bulletproof Vest
Appendage	-	-
Element	30%	Lightning (2)

AVAILABILITY
Time Anytime
Natural Habitat Leide (Esterleiden Blockade)
Quest Main Quests: Ill Tidings, The Power of Kings

STATUS AILMENTS Immune to Poison and Stop

100%	100%	100%	100%	120%	120%	100%	120%	100%	50%	100%

NOTES -



IMPERIAL SNIPER

ATTRIBUTES		Size	1
Level	16	HP	2,500
EXP	47	Strength	860
Libra	1.5	Vitality	62
Parry	-	Spirit	57

DROPS	Chance	Items
Primary	5%	Reflex Enhancer
Secondary	1%	Bulletproof Vest
Appendage	-	-
Element	30%	Lightning (2)

AVAILABILITY
Time Anytime
Natural Habitat Leide (hill overlooking Insomnia); imperial bases
Quest Main Quests: Engaging the Empire, The Trial of Leviathan

STATUS AILMENTS Immune to Poison and Stop

100%	100%	100%	100%	120%	120%	100%	120%	100%	50%	100%

NOTES -



ETERNAL TROOPER

ATTRIBUTES		Size	1
Level	35	HP	4,800
EXP	42	Strength	2,960
Libra	1.5	Vitality	86
Parry	-	Spirit	73

DROPS	Chance	Items
Primary	3%	Muscle Stimulant
Secondary	-	-
Appendage	-	-
Element	30%	Lightning (2)

AVAILABILITY
Time Anytime
Natural Habitat Insomnia (Chapter 14)
Quest Main Quest: The Cure for Insomnia

STATUS AILMENTS Resistant to Alterna, immune to Poison and Stop

100%	100%	100%	100%	120%	120%	100%	120%	100%	50%	100%

NOTES -



MAGITEK AXEMAN

ATTRIBUTES		Size	1
Level	6	HP	2,400
EXP	16	Strength	370
Libra	1.5	Vitality	50
Parry	-	Spirit	44

DROPS	Chance	Items
Primary	5%	Muscle Stimulant
Secondary	5%	Magitek Booster
Appendage	-	-
Element	50%	Ice (4)

AVAILABILITY
Time Anytime
Natural Habitat -
Quest Main Quests: Ill Tidings, Main Quest: The Power of Kings

STATUS AILMENTS Immune to Poison and Stop

100%	100%	120%	120%	100%	100%	100%	100%	50%	120%	100%

NOTES -



MAGITEK AXEMAN

ATTRIBUTES		Size	1
Level	24	HP	7,400
EXP	103	Strength	1,460
Libra	1.5	Vitality	83
Parry	-	Spirit	72

DROPS	Chance	Items
Primary	5%	Muscle Stimulant
Secondary	5%	Magitek Booster
Appendage	-	-
Element	50%	Ice (4)

AVAILABILITY
Time Anytime
Natural Habitat Leide (Fornouth Garrison); Duscae (Aracheole Stronghold); landing craft drops from Chapter 05 to Chapter 08
Quest -

STATUS AILMENTS Immune to Poison and Stop

100%	100%	120%	120%	100%	100%	100%	100%	50%	120%	100%

NOTES -



ARMORED AXEMAN

ATTRIBUTES		Size	1
Level	31	HP	1,000
EXP	166	Strength	630
Libra	1.5	Vitality	22
Parry	-	Spirit	24

DROPS	Chance	Items
Primary	5%	Muscle Stimulant
Secondary	5%	Magitek Booster
Appendage	-	-
Element	50%	Ice (4)

AVAILABILITY
Time Anytime
Natural Habitat -
Quest Main Quest: Express Train for Trouble

STATUS AILMENTS Resistant to Alterna, immune to Poison and Stop

100%	100%	120%	120%	100%	100%	100%	100%	50%	120%	100%

NOTES -

IMPERIAL FORCES



MAGITEK BANNERMAN

ATTRIBUTES		Size	1
Level	6	HP	2,200
EXP	18	Strength	360
Libra	1.5	Vitality	56
Parry	-	Spirit	44

DROPS	Chance	Items
Primary	10%	Flesh Fortifier
Secondary	1%	Bulletproof Suit
Appendage	-	-
Element	50%	Lightning (4)

AVAILABILITY — **Time** Anytime

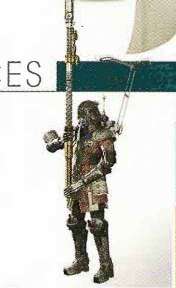
Natural Habitat Random landing craft drops in Lucis from Chapter 02 onward

Quest -

STATUS AILMENTS Immune to Poison and Stop

100% 100% 120% 120% 100% 100% 100% 100% 120% 50% 100%

NOTES Employs Lightning-elemental attacks capable of inflicting Shocked status.



MAGITEK BANNERMAN

ATTRIBUTES		Size	1
Level	18	HP	5,500
EXP	73	Strength	1,000
Libra	1.5	Vitality	83
Parry	-	Spirit	63

DROPS	Chance	Items
Primary	10%	Flesh Fortifier
Secondary	2%	Bulletproof Suit
Appendage	-	-
Element	50%	Lightning (4)

AVAILABILITY — **Time** Anytime

Natural Habitat Landing craft drops from Chapter 05 to Chapter 08

Quest -

STATUS AILMENTS Immune to Poison and Stop

100% 100% 120% 120% 100% 100% 100% 100% 120% 50% 100%

NOTES Employs Lightning-elemental attacks capable of inflicting Shocked status.



MAGITEK BANNERMAN

ATTRIBUTES		Size	1
Level	44	HP	12,800
EXP	385	Strength	6,550
Libra	1.5	Vitality	120
Parry	-	Spirit	91

DROPS	Chance	Items
Primary	10%	Flesh Fortifier
Secondary	-	-
Appendage	-	-
Element	50%	Lightning (4)

AVAILABILITY — **Time** Anytime

Natural Habitat Landing craft drops from Chapter 05 onward

Quest -

STATUS AILMENTS Resistant to Alterna, immune to Poison and Stop

100% 100% 120% 120% 100% 100% 100% 100% 120% 50% 100%

NOTES Employs Lightning-elemental attacks capable of inflicting Shocked status.



MAGITEK SWORDSMAN

ATTRIBUTES		Size	1
Level	18	HP	6,100
EXP	68	Strength	970
Libra	1.5	Vitality	75
Parry	-	Spirit	54

DROPS	Chance	Items
Primary	5%	Reflex Enhancer
Secondary	5%	Magitek Booster
Appendage	-	-
Element	50%	Fire (4)

AVAILABILITY — **Time** Anytime

Natural Habitat Landing craft drops from Chapter 05 to Chapter 08

Quest Main Quests: Engaging the Empire, The Trial of Leviathan

STATUS AILMENTS Immune to Poison and Stop

100% 100% 120% 120% 100% 100% 100% 50% 100% 120% 100%

NOTES -



ARMORED SWORDSMAN

ATTRIBUTES		Size	1
Level	32	HP	1,080
EXP	187	Strength	620
Libra	1.5	Vitality	24
Parry	-	Spirit	28

DROPS	Chance	Items
Primary	5%	Reflex Enhancer
Secondary	-	-
Appendage	-	-
Element	50%	Fire (4)

AVAILABILITY — **Time** Anytime

Natural Habitat -

Quest Main Quest: Express Train for Trouble

STATUS AILMENTS Resistant to Alterna, immune to Poison and Stop

100% 100% 120% 120% 100% 100% 100% 50% 100% 120% 100%

NOTES -



IMPERIAL SPEARMAN

ATTRIBUTES		Size	1
Level	18	HP	3,200
EXP	60	Strength	280
Libra	1.5	Vitality	63
Parry	-	Spirit	48

DROPS	Chance	Items
Primary	5%	Muscle Stimulant
Secondary	-	-
Appendage	-	-
Element	50%	Lightning (4)

AVAILABILITY — **Time** Anytime

Natural Habitat -

Quest Main Quest: The Archaean

STATUS AILMENTS Immune to Poison and Stop

100% 100% 120% 120% 100% 100% 100% 100% 120% 50% 100%

NOTES -



MAGITEK ASSASSIN

ATTRIBUTES		Size	1
Level	47	HP	14,600
EXP	476	Strength	8,620
Libra	1.5	Vitality	108
Parry	-	Spirit	96

DROPS	Chance	Items
Primary	5%	Muscle Stimulant
Secondary	-	-
Appendage	-	-
Element	50%	Lightning (4)

AVAILABILITY — **Time** Anytime

Natural Habitat Landing craft drops from Chapter 09 onward

Quest Sidequest: Formouth Garrison

STATUS AILMENTS Resistant to Alterna, immune to Poison and Stop

100% 100% 120% 120% 100% 100% 100% 100% 120% 50% 100%

NOTES -



ARMORED ASSASSIN

ATTRIBUTES		Size	1
Level	34	HP	960
EXP	244	Strength	790
Libra	1.5	Vitality	20
Parry	-	Spirit	22

DROPS	Chance	Items
Primary	5%	Muscle Stimulant
Secondary	2%	Gravity Well
Appendage	-	-
Element	50%	Lightning (4)

AVAILABILITY — **Time** Anytime

Natural Habitat -

Quest Main Quest: Express Train for Trouble

STATUS AILMENTS Resistant to Alterna, immune to Poison and Stop

100% 100% 120% 120% 100% 100% 100% 100% 120% 50% 100%

NOTES -



SHOCK TROOPER

ATTRIBUTES		Size	1
Level	31	HP	1,200
EXP	97	Strength	720
Libra	1.5	Vitality	22
Parry	-	Spirit	24

DROPS	Chance	Items
Primary	3%	Flesh Fortifier
Secondary	-	-
Appendage	-	-
Element	30%	Fire (1)

AVAILABILITY — **Time** Anytime

Natural Habitat -

Quest Main Quest: Express Train for Trouble

STATUS AILMENTS Immune to Poison and Stop

100% 100% 100% 100% 120% 100% 120% 50% 100% 120% 100%

NOTES Capable of self-destruction.



SHOCK TROOPER

ATTRIBUTES		Size	1
Level	31	HP	3,800
EXP	97	Strength	680
Libra	1.5	Vitality	26
Parry	-	Spirit	28

DROPS	Chance	Items
Primary	3%	Flesh Fortifier
Secondary	-	-
Appendage	-	-
Element	30%	Fire (1)

AVAILABILITY — **Time** Anytime

Natural Habitat -

Quest Main Quest: Zegnautus Keep

STATUS AILMENTS Immune to Poison and Stop

100% 100% 100% 100% 120% 100% 120% 50% 100% 120% 100%

NOTES Capable of self-destruction.



ROGUE AXEMAN

ATTRIBUTES		Size	1
Level	33	HP	6,800
EXP	166	Strength	4,060
Libra	1.5	Vitality	84
Parry	-	Spirit	72

DROPS	Chance	Items
Primary	3%	Reflex Enhancer
Secondary	-	-
Appendage	-	-
Element	30%	Lightning (1)

AVAILABILITY — **Time** Anytime

Natural Habitat -

Quest Main Quests: The Imperial Capital, Zegnautus Keep

STATUS AILMENTS Immune to Poison and Stop

100% 100% 120% 120% 100% 100% 100% 100% 120% 50% 100%

NOTES -



HAYWIRE AXEMAN

ATTRIBUTES		Size	1
Level	37	HP	7,200
EXP	209	Strength	4,510
Libra	1.5	Vitality	98
Parry	-	Spirit	83

DROPS	Chance	Items
Primary	3%	Reflex Enhancer
Secondary	-	-
Appendage	-	-
Element	30%	Lightning (1)

AVAILABILITY — **Time** Anytime

Natural Habitat -

Quest Main Quests: Zegnautus Keep

STATUS AILMENTS Immune to Poison and Stop

100% 100% 120% 120% 100% 100% 100% 100% 120% 50% 100%

NOTES -

MA VELES



ATTRIBUTES			
Level	17	HP	18,800
EXP	311	Strength	1,240
Libra	12	Vitality	92
Parry	-	Spirit	84
Size			3

DROPS	Chance	Items
Primary	30%	Laser Sensor
Secondary	-	-
Appendage	-	-
Element	100%	Fire (8)

AVAILABILITY Time: Anytime

Natural Habitat Leide (Esterleiden Blockade); Duscae (Aracheole Stronghold); Cleigne (Fort Vaullerey); landing craft drops from Chapter 05 to Chapter 08

Quest Main Quests: The Power of Kings, Engaging the Empire

STATUS AILMENTS Resistant to Instant Death, immune to Poison and Stop

100%	120%	100%	120%	100%	100%	100%	50%	100%	120%	IMM

NOTES Body part modifiers: -90% damage from all damage types (all body parts). Break effects: weapon destroyed (destructible weapons/3%).

MA VELES-BIS



ATTRIBUTES			
Level	46	HP	47,300
EXP	1,976	Strength	10,890
Libra	12	Vitality	139
Parry	-	Spirit	124
Size			3

DROPS	Chance	Items
Primary	60%	Dynamo
Secondary	5%	Magitek Shield
Appendage	-	-
Element	100%	Fire (8)

AVAILABILITY Time: Anytime

Natural Habitat Leide (Formouth Garrison); landing craft drops from Chapter 09 onward

Quest Sidequest: Formouth Garrison

STATUS AILMENTS Resistant to Instant Death and Alterna, immune to Poison and Stop

100%	120%	100%	120%	100%	100%	100%	50%	100%	120%	IMM

NOTES Capable of inflicting Toad status. Body part modifiers: -90% damage from all damage types (legs and arms). Break effects: weapon destroyed (destructible weapons/3%).

MA VELES-BIS



ATTRIBUTES			
Level	46	HP	47,300
EXP	1,976	Strength	10,890
Libra	12	Vitality	139
Parry	-	Spirit	124
Size			3

DROPS	Chance	Items
Primary	60%	Dynamo
Secondary	5%	Tempered Shield
Appendage	-	-
Element	100%	Fire (8)

AVAILABILITY Time: Anytime

Natural Habitat Leide (Formouth Garrison); landing craft drops from Chapter 09 onward

Quest Sidequest: Formouth Garrison

STATUS AILMENTS Resistant to Instant Death and Alterna, immune to Poison and Stop

100%	120%	100%	120%	100%	100%	100%	50%	100%	120%	IMM

NOTES Capable of inflicting Confusion status. Body part modifiers: -90% damage from all damage types (legs and arms). Break effects: weapon destroyed (destructible weapons/3%).

MA VELES-BIS



ATTRIBUTES			
Level	46	HP	47,300
EXP	1,976	Strength	10,890
Libra	12	Vitality	139
Parry	-	Spirit	124
Size			3

DROPS	Chance	Items
Primary	60%	Dynamo
Secondary	5%	Chobham Armor
Appendage	-	-
Element	100%	Fire (8)

AVAILABILITY Time: Anytime

Natural Habitat Leide (Formouth Garrison); landing craft drops from Chapter 09 onward

Quest Sidequest: Formouth Garrison

STATUS AILMENTS Resistant to Instant Death and Alterna, immune to Poison and Stop

100%	120%	100%	120%	100%	100%	100%	50%	100%	120%	IMM

NOTES Capable of inflicting Stone status. Body part modifiers: -90% damage from all damage types (legs and arms). Break effects: weapon destroyed (destructible weapons/3%).

MA HOPLOMACHUS



ATTRIBUTES			
Level	45	HP	45,700
EXP	1,884	Strength	10,130
Libra	12	Vitality	137
Parry	-	Spirit	122
Size			3

DROPS	Chance	Items
Primary	95%	Dynamo
Secondary	5%	Magnetron
Appendage	-	-
Element	100%	Fire (8)

AVAILABILITY Time: Anytime

Natural Habitat Landing craft drops from Chapter 09 onward

Quest Sidequest: Formouth Garrison

STATUS AILMENTS Resistant to Instant Death and Alterna, immune to Poison and Stop

100%	120%	100%	120%	100%	100%	100%	50%	100%	120%	IMM

NOTES Employs Fire-elemental attacks capable of inflicting Burnt status. Body part modifiers: -90% damage from all damage types (all body parts). Break effects: weapon destroyed (destructible weapons/10%).

MA-X CUIRASS



ATTRIBUTES			
Level	22	HP	46,200
EXP	709	Strength	2,240
Libra	IMM	Vitality	307
Parry	-	Spirit	844
Size			3

DROPS	Chance	Items
Primary	100%	Circular Saw
Secondary	-	-
Appendage	-	-
Element	100%	Lightning (33)

AVAILABILITY Time: Anytime

Natural Habitat -

Quest Main Quest: Declaration of War

STATUS AILMENTS Immune to Instant Death, Alterna, Poison, and Stop

100%	100%	100%	100%	100%	120%	120%	100%	100%	100%	IMM

NOTES Employs Lightning-elemental attacks capable of inflicting Shocked status. Break effects: weapon destroyed (destructible weapons/10%).

MA-X CUIRASS



ATTRIBUTES			
Level	51	HP	108,500
EXP	3,553	Strength	19,290
Libra	30	Vitality	433
Parry	-	Spirit	1,151
Size			3

DROPS	Chance	Items
Primary	100%	Magitek Shield
Secondary	-	-
Appendage	-	-
Element	100%	Lightning (33)

AVAILABILITY Time: Anytime

Natural Habitat -

Quest Sidequest: Formouth Garrison

STATUS AILMENTS Highly resistant to Instant Death, immune to Alterna, immune to Poison, immune to Stop

100%	100%	100%	100%	100%	120%	120%	100%	100%	100%	IMM

NOTES Employs Lightning-elemental attacks capable of inflicting Shocked status. Break effects: weapon destroyed (destructible weapons/10%).

MA-X MANIPLE



ATTRIBUTES			
Level	23	HP	47,700
EXP	605	Strength	2,360
Libra	30	Vitality	310
Parry	-	Spirit	852
Size			3

DROPS	Chance	Items
Primary	95%	Laser Sensor
Secondary	5%	Assist Suit
Appendage	-	-
Element	100%	Lightning (33)

AVAILABILITY Time: Anytime

Natural Habitat Duscae (Aracheole Stronghold); landing craft drops from Chapter 05 to Chapter 08

Quest Main Quest: Engaging the Empire

STATUS AILMENTS Highly resistant to Instant Death, resistant to Alterna, immune to Poison and Stop

100%	100%	100%	100%	100%	120%	120%	100%	100%	100%	IMM

NOTES Employs Lightning-elemental attacks capable of inflicting Shocked status. Break effects: weapon destroyed (destructible weapons/10%).

MA-X MANIPLE



ATTRIBUTES			
Level	55	HP	124,900
EXP	3,572	Strength	23,370
Libra	30	Vitality	441
Parry	-	Spirit	1,172
Size			3

DROPS	Chance	Items
Primary	95%	Laser Sensor
Secondary	5%	Assist Suit
Appendage	-	-
Element	100%	Lightning (33)

AVAILABILITY Time: Anytime

Natural Habitat Leide (Formouth Garrison)

Quest -

STATUS AILMENTS Highly resistant to Instant Death, resistant to Alterna, immune to Poison and Stop

100%	100%	100%	100%	100%	120%	120%	100%	100%	100%	IMM

NOTES Employs Lightning-elemental attacks capable of inflicting Shocked status. Break effects: weapon destroyed (destructible weapons/10%).

MA-X PATRIA



ATTRIBUTES			
Level	76	HP	201,400
EXP	4,780	Strength	92,930
Libra	IMM	Vitality	684
Parry	-	Spirit	4,762
Size			3

DROPS	Chance	Items
Primary	97%	Hydraulic Cylinder
Secondary	3%	Magitek Core
Appendage	-	-
Element	100%	Lightning (33)

AVAILABILITY Time: Anytime

Natural Habitat Landing craft drops from Chapter 05 onward after you've defeated a MA-X Maniple

Quest -

STATUS AILMENTS Immune to Instant Death, Alterna, Poison, and Stop

100%	100%	100%	100%	100%	120%	120%	100%	100%	100%	IMM

NOTES Employs Lightning-elemental attacks capable of inflicting Shocked status. Body part modifiers: -90% damage from all damage types (legs), -30% damage from all damage types (arms), -10% damage from all damage types (hands). Break effects: weapon destroyed (destructible weapons/10%).

MA-X DUX



ATTRIBUTES			
Level	51	HP	108,500
EXP	4,286	Strength	19,290
Libra	30	Vitality	433
Parry	-	Spirit	1,151
Size			3

DROPS	Chance	Items
Primary	100%	Magitek Core
Secondary	-	-
Appendage	-	-
Element	100%	Lightning (33)

AVAILABILITY Time: Anytime

Natural Habitat -

Quest Sidequest: Formouth Garrison

STATUS AILMENTS Highly resistant to Instant Death, resistant to Alterna, immune to Poison and Stop

100%	100%	100%	100%	100%	120%	120%	100%	100%	100%	IMM

NOTES Body part modifiers: -90% damage from all damage types (all body parts). Break effects: weapon destroyed (destructible weapons/10%).

MA-X ANGELUS-0



ATTRIBUTES			
Level	99	HP	202,000
EXP	22,108	Strength	152,300
Libra	IMM	Vitality	2,959
Parry	-	Spirit	5,125
Size			3

DROPS	Chance	Items
Primary	95%	Magitek Suit
Secondary	5%	Magitek Suit V2
Appendage	-	-
Element	100%	Lightning (99)

AVAILABILITY Time: Anytime

Natural Habitat Landing craft drops during Chapter 15 after you've defeated a MA-X Patria

Quest -

STATUS AILMENTS Immune to Instant Death, Alterna, Poison, and Stop

100%	100%	100%	100%	100%	120%	120%	100%	100%	100%	IMM

NOTES Employs Lightning-elemental attacks capable of inflicting Shocked status. Body part modifiers: -90% damage from all damage types (all body parts). Break effects: weapon destroyed (destructible weapons/10%).

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TITAN

ATTRIBUTES		Size	5
Level	25	HP	213,000
EXP	0	Strength	580
Libra	IMM	Vitality	76
Parry	-	Spirit	99

DROPS	Chance	Items
Primary	-	-
Secondary	-	-
Appendage	-	-
Element	-	-

AVAILABILITY

Time: Anytime

Quest: Main Quest: The Trial of Titan

STATUS AILMENTS Immune to Instant Death, Alterna, Poison, and Stop

100%	100%	100%	100%	100%	100%
100%	100%	100%	100%	100%	

NOTES Unbreakable

ARANEA

ATTRIBUTES		Size	1
Level	26	HP	46,500
EXP	1,903	Strength	67
Libra	45	Vitality	56
Parry	-	Spirit	109

DROPS	Chance	Items
Primary	-	-
Secondary	-	-
Appendage	-	-
Element	100%	Lightning (10)

AVAILABILITY

Time: Anytime

Quest: Main Quest: Imperial Infiltration

STATUS AILMENTS Immune to Instant Death and Alterna, weak to Poison and Stop

100%	100%	100%	100%	100%	100%
100%	100%	100%	100%	120%	

NOTES Capable of dodging. Employs powerful Highwind technique.

LEVIATHAN

ATTRIBUTES		Size	5
Level	42	HP	290,000
EXP	2,486	Strength	3,070
Libra	IMM	Vitality	127
Parry	-	Spirit	155

DROPS	Chance	Items
Primary	-	-
Secondary	-	-
Appendage	-	-
Element	100%	Ice (33)

AVAILABILITY

Time: Anytime

Quest: Main Quest: The Trial of Leviathan

STATUS AILMENTS Immune to Instant Death, Alterna, Poison, and Stop

10%	10%	10%	10%	10%	10%
10%	10%	10%	10%	10%	

NOTES Moves swiftly, but is weak to projectiles with homing properties.



RAVUS

ATTRIBUTES		Size	2
Level	44	HP	275,000
EXP	4,411	Strength	8,000
Libra	IMM	Vitality	148
Parry	-	Spirit	152

DROPS	Chance	Items
Primary	-	-
Secondary	-	-
Appendage	-	-
Element	100%	Fire (50)

AVAILABILITY	
Time	Anytime
Quest	Main Quest: Reunion and Recovery

STATUS AILMENTS Immune to Instant Death, Alterna, Poison, and Stop

100%	100%	100%	100%	100%	100%
100%	50%	50%	50%	120%	

NOTES Employs Dark-elemental techniques.

IFRIT

ATTRIBUTES		Size	3
Level	46	HP	99,500
EXP	5,929	Strength	18,070
Libra	IMM	Vitality	255
Parry	-	Spirit	1,023

DROPS	Chance	Items
Primary	-	-
Secondary	-	-
Appendage	-	-
Element	100%	Fire (99)

AVAILABILITY	
Time	Anytime
Quest	Main Quest: The Cure for Insomnia

STATUS AILMENTS Immune to Instant Death, Alterna, Poison, and Stop

100%	100%	100%	100%	100%	100%
100%	IMM	150%	100%	100%	

NOTES Employs Fire-elemental attacks capable of inflicting Burnt status.

ARDYN

ATTRIBUTES		Size	1
Level	58	HP	200,000
EXP	6,501	Strength	4,760
Libra	IMM	Vitality	164
Parry	-	Spirit	152

DROPS	Chance	Items
Primary	-	-
Secondary	-	-
Appendage	-	-
Element	100%	Ice (99)

AVAILABILITY	
Time	Anytime
Quest	Main Quest: The Cure for Insomnia

STATUS AILMENTS Immune to Instant Death, Alterna, Poison, and Stop

100%	100%	100%	100%	100%	100%
100%	100%	100%	100%	100%	

NOTES Capable of phasing and warp-striking. Employs elemental spells. Employs Dark-elemental techniques.

Strategy & Analysis

STRATEGY & ANALYSIS

Final Fantasy XV's real-time combat may seem straightforward at first, but there are actually many multilayered, interdependent systems that govern the prowess of your party and their opponents. If you aspire to attain true mastery of the battle system, including a commanding appreciation of how to prepare Noctis and his cohorts for each encounter, this chapter has much to teach you.

Note: We have taken great care to avoid narrative spoilers in this chapter. Unless you are extremely sensitive to advance notice of gameplay features, you should be fine to read on without ruining your appreciation of the storyline.



QUESTIONS & ANSWERS

As most readers will likely arrive at this packed chapter with very specific queries in mind, we open it with a collection of useful jumping-off points. There is much, much more to learn in the many pages of advice and analysis that follow, of course, but we confidently assume that many of the following questions will be the cause of a first visit.

Which weapons should I use?
→ Weaponry, page 272

How does the Elemancy system work?
→ Elemancy, page 274

What do I need to know about Ascension?
→ Ascension, page 296

What do all the status effects in the game mean?
→ Status Effects, page 282

What do the in-game stats mean?
→ Attributes, page 269

How do character skills work?
→ Skills, page 303

How do I play the mini-games Justice Monsters Five and Totomostro in Final Fantasy XV?
→ Mini-Games, page 309

What exactly is happening during combat?
- What are all the different types of weapon attacks? → Combat Maneuvers, page 283
- What's so special about the Royal Arms? → Royal Arms, page 285
- What are my allies doing? → Ally Coordination, page 288
- What do the different techniques do? → Techniques, page 288
- What is Armiger? → Armiger, page 287
- What are my defensive options? → Defense, page 292
- How can I summon my Astrals? → Summons, page 291

How is damage calculated?
→ Damage Calculation, page 292

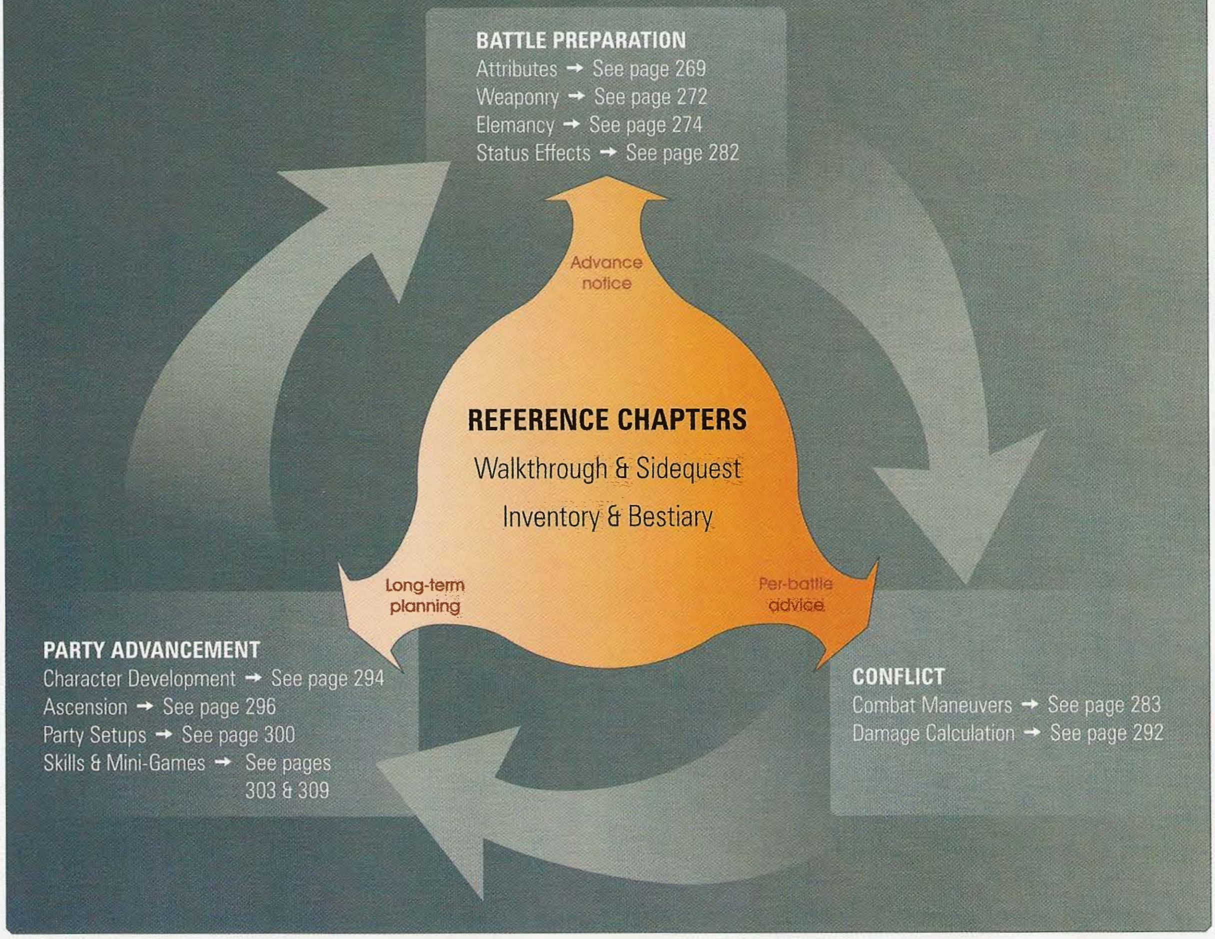
How does the post-battle Report Card work?
→ Report Card, page 294

What are my stat gains when leveling up?
→ Parameter Growth, page 294

What are some interesting party setups?
→ Party Setups, page 300

Reading Notes

Though it may be just over 30,000 words in length and equally suitable for occasional reference as and when required, this chapter has been arranged in a manner that makes it perfect for a single marathon read – if you are so inclined. The idea is for you to be fully equipped to deal with the three-step "gameplay loop" that defines *FFXV*: **Battle Preparation**, **Conflict**, and **Party Advancement**. If you need to skip directly to a specific section, the following diagram can act as a handy thematic index.



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ATTRIBUTES

Before we delve into advanced mechanics governing combat and party setups, it is necessary to explain the core attributes for party members and enemies.

HP

There are three fundamental states of HP that apply to Noctis and his allies.

◇ **Base HP** is an absolute value that is determined by the character's level and gear, plus bonuses derived from consuming meals and other boosts. You can dramatically augment this total with certain pieces of equipment and foodstuffs, which is by far the best way to enhance your survivability.

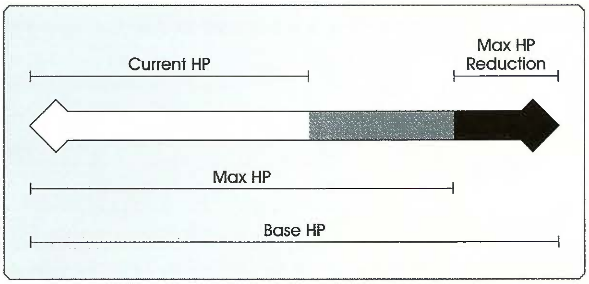
◇ **Current HP** is the active value that can be reduced by damage from enemy attacks, and is recovered either passively (albeit gradually) or by manual recovery methods.

◇ **Maximum (Max) HP** is the upper limit to which Current HP can be recovered through standard restorative means. By default, it is equivalent to Base HP. This value diminishes as a result of attacks from Daemon-type enemies, as well as any depletion that occurs during the Danger status.

The HP bar displays up to three shades to demonstrate the relationship between these three values. Your Base HP spans the entire length of the bar. Current HP is filled in white. Any black represents a reduction in Max HP from the base value. Finally, gray indicates the difference between Current HP and Maximum HP.

In other words, as illustrated in the accompanying diagram:

◇ **White:** Current HP
◇ **Gray:** Passively recoverable Max HP
◇ **White + Gray:** Max HP
◇ **Black:** Max HP reduction (cannot be recovered passively)
◇ **White + Gray + Black:** Base HP



Recovery

If Current HP is less than Max HP, the difference can be recovered passively over time, though at a fairly ponderous rate. The default recovery speed is 0.4% per second for Noctis and 3% per second for allies. Entering a cover state (look for scenery where the □/✕ prompt appears) improves the recovery rate to 4% per second for Noctis, rising to 14% when you unlock the eminently affordable Rapid Regen nexus on the Recovery Ascension tree. Always make use of cover when you can, as it enables you to replenish both Max HP and MP quickly without diving into your stocks of restorative items.

Passive regeneration of HP and the restorative effects of basic potions are limited by the value of Max HP. To recover Max HP to the full Base HP value, you must rest at a lodging or camp, or use elixir-type items.

Damage Over Time & Fall Damage

Noctis and his friends can be afflicted with negative statuses that gradually drain HP over time. These effects cannot kill your characters, however: the reduction will stop at 1 HP.

◇ **Poison:** Removes 1.2% Max HP per second
◇ **Envenomed:** Removes 2.4% Max HP per second
◇ **Burnt/Frozen/Shocked:** Removes 3% Max HP per second

Damage-over-time rates also apply to enemies that are susceptible to these effects, ranging from 0.5 to 2% Max HP per second.

Noctis can also suffer the unfortunate effects of gravity if he plunges incautiously from a lofty vantage point. A 33-foot drop results in a loss of 20% Max HP. At 50 feet, this increases to 40%; at 100 feet, 60%; and beyond 330 feet, 100%. Landing in water mitigates the damage to a maximum of 20%.

Danger

When a party member loses all Current HP in combat, the Danger status is triggered: the affected character has no Current HP left, and therefore only the gray Max HP bar is displayed. Worse, this bar depletes at a steady rate. You therefore need to react quickly whenever this happens.

◇ Noctis can use a recovery item to remove the Danger status immediately from himself or his allies.
◇ Noctis loses 1.5% of Max HP per second while in Danger status; allies experience a slower Max HP reduction of 0.4% per second.
◇ Noctis can recover from Danger status after 30 seconds if he survives.
◇ Noctis's allies do not recover from Danger status automatically and must be rescued by Noctis or other party members. To do so as Noctis, simply move within range and hold □/✕.
◇ Allies can also rescue Noctis when they are not focusing on another task (such as completing a combo or any other animation). If you do not wish to use a restorative item, stumble towards your nearest healthy ally while taking care to avoid enemy attacks.

In addition to the constant penalty to their health, characters in Danger status have severely limited capabilities: they have reduced movement speed, and cannot perform attacks or defensive maneuvers. Furthermore, Noctis loses his ability to warp and gradually recover MP. However, passive attributes – such as a character's defensive parameters – are unaffected by the Danger status.

Death

If the Max HP of a character in Danger status is fully depleted, he will fall to the ground. Should this happen to Noctis, you have no more than a few seconds to react and revive him with a Phoenix Down (or some other functionally equivalent item). If you fail to do so, the game is over and you will need to restart from your most recent save (or a checkpoint, should one be available).

Note that there is no urgency when other party members fall: you can apply a Phoenix Down whenever you like, finish the battle without them to avoid squandering your supplies if you prefer, or even escape the battle to revive them instantly with their Max HP at 25% of their Base HP.

MP

Noctis employs Magic Points to perform a variety of unique abilities. Unlike HP, character advancement and choice of gear are the only ways to increase his maximum MP. Allied characters do not maintain or use MP.

Consumption

These are the governing principles of MP expenditure in battle.

1. **Warping:** All warp-related actions (activated with △/Ⓨ) consume 30 MP.

2. **Defensive Phasing:** Phasing also consumes MP. The longer you press the guard button before the evasive maneuver takes place, the more MP is consumed. The exact formula is: MP consumed $= 3 + (7 \times t/5)$, where t corresponds to the length of the button press in seconds. The upper limit on this value is 15. The more accurate your defensive button presses are, therefore, the less MP you'll need to spend.

3. **Shield Guard:** Holding □/Ⓧ to guard with a shield consumes 3 MP, regardless of how long the button is pressed. Shield usage therefore greatly improves defensive MP efficiency.

4. **Aerial Maneuvers:** Once you unlock the Airstep ability in the Ascension tree (and its subsequent upgrades, Airstride and Airdance), Noctis can perform extended air combos. Other aerial abilities include Death Drop, which enables Noctis to warp into range from afar to begin an aerial combo, and the evasive maneuver Airslip. Each of these expensive moves costs 20 MP per use, so they are best deployed when strategically expedient. Indiscriminate use will often lead to rapid MP bar depletion and the Stasis condition.

5. **Holy & Death:** These unique spells, granted by the Ring of the Lucii, consume 10% and 5% of Max MP respectively per second of usage.

Recovery

By default, MP recovers automatically at a rate of 2% of Max MP per second; this increases to 12% per second while in cover (and 22% after you unlock Rapid Regen in the Ascension tree), making cover a very cost-effective way to regain MP whenever it is available.



In combat, point-warping to a blue marker position instantly refills all MP. Whenever you have access to such a vantage point, it essentially gives you access to infinite MP. Ethers and Elixirs also restore all MP immediately and are worth stockpiling for long or difficult fights in which you plan to use MP liberally.

Stasis

Noctis enters Stasis when his MP bar is fully depleted (in other words, when he performs an action that costs as much or more than his remaining MP). While in Stasis, MP recovery is halted. Noctis will also briefly collapse if you try to perform MP-based moves.

To relieve Stasis, you need to stop attacking for several seconds, until passive MP recovery resumes automatically. Taking cover makes the process almost instantaneous. Alternatively you can use an MP recovery item or point-warp to a blue marker position to immediately refill your gauge.

Stamina

By default, the stamina bar allows for a maximum duration of 10 seconds of sprinting, or hang time from an elevated blade-warp point. The Sprinter and Distance Runner Ascension abilities increase this value to 15 and 20 seconds respectively.

If you fully deplete the stamina bar, it will turn red. While the bar is red, Noctis can no longer sprint and is incapable of warping. The bar becomes green once again (with all attendant penalties removed) when it refills to 50% of the maximum.

With a bit of practice, you can essentially enjoy unlimited stamina while sprinting by performing a "stamina refresh". This is performed by hitting L3/LS within 0.6 seconds of the meter hitting zero, or by releasing ○/Ⓑ within the same timeframe, depending on your sprinting method. If successful, the stamina bar will refill entirely as Noctis performs a short warp forward and continues sprinting.

Note that there is a refractory period after every failed attempt where you attempt to activate the warp too early, during which a refresh is not possible. In these instances, you will need to wait until the bar refills to at least a fifth of its maximum before you try again. You cannot simply hit the stick or button and hope to trigger it serendipitously; mastering the timing is essential.

Combat Parameters

Party members and enemies have a set of basic parameters used to determine damage calculations for attacks.

- **Weapon Power** contributes to physical damage by party members against enemies. Enemies do not employ this parameter.
- **Strength** is the basis for physical damage by party members and all damage dealt by enemies.
- **Magic** governs the damage output of crafted spells (and a small selection of weapons, which we will cover later). While all permanent party members are capable of using spells, Noctis will naturally outperform his friends in this respect and should be the primary caster in any magic-oriented strategy.
- **Vitality** and **Spirit** determine defense against physical and magic damage respectively.

Also of critical importance are resistances to both damage types and status ailments. Resistances, or lack thereof, provide pivotal modifiers that can make a huge difference in dealing or sustaining damage from attacks.

- **Resistances to the five types of damage** (ballistic – from enemy firearms or other missile weapons – and Fire, Ice, Lightning, and Dark) are reflected in changes to percentage values. These indicate the amount of mitigation that each character receives against a particular damage type. On the other hand, enemies have a much broader range of resistances that also encompass the party's arsenal of different weapon types.
- **Resistances to status ailments** determine your chances of applying status effects to your enemies. When it comes to your party members, you can think of it in a more binary way: all forms of ailment prevention grant full immunity to the status in question, so you need only worry about whether or not you need protection (either from gear or food) against a certain ailment.

Enemy Intel



Your party has access to two methods to determine an enemy's basic attributes (HP and affinities to damage types). This knowledge is pivotal in that it enables you to exploit the weaknesses of your opponents (and avoid their resistances) by choosing equipment and/or elements that they are vulnerable to.

- **Libra** is an ability available to Noctis when Wait Mode is active (a combat setting that you can turn on or off in the Options menu): simply hold R1/RB while locked on to a target until the circular gauge is filled. Libra guarantees success on practically all creatures in the game. However, the time you have to wait before the intel is revealed varies for each enemy species. As a rule, the stronger the foe, the longer you have to wait. We reveal the exact duration associated with each creature in our Bestiary (see page 228).
- **Analyze** is an Ascension ability unique to Ignis. It is found in the Teamwork tree, and functions as a percentage chance for Ignis to uncover enemy weaknesses. Broadly speaking, this chance is high against weaker foes, and low against the most dangerous ones. Whenever the ability is successful, you can subsequently reveal the corresponding target's intel without having to go through the Libra scanning process.

Note that a small selection of enemies in the game are immune to Libra and Analyze. With these, you can instead study their corresponding entries in our Bestiary chapter to assess their parameters.

WEAPONRY

The basic properties and principles of usage for different weapon categories is detailed in a separate section that begins on page 202 of the Inventory chapter. Over the pages that follow, however, we take a much more in-depth look at the systems that govern their performance in combat.

Melee Weapons

By far the most notable subset in your arsenal, melee weapons offer a variety of different playstyles for the enthusiastic brawler.

- **Swords** are excellent general-purpose weapons. Their strength is their versatility: they are rapid in attack, quick to recover, and offer the most robust aerial move set (being one of only two weapon categories that can perform sustained aerial combos once you unlock the Airstep branch of Ascension abilities).

- **Greatswords** are by far the strongest class in terms of raw power. A full-powered charge attack is likely to produce unparalleled damage numbers. They also offer incredible crowd control with their broad, sweeping attacks; even against packs of more agile enemies, a wide, indiscriminate sweep is usually enough to deal damage to multiple foes at once.

- **Polearms** match up well against slow, powerful foes best confronted with a measure of skillful anticipation. This characteristic is accentuated against large, lumbering enemies, as polearms – like swords – are capable of sustained aerial combos.

- **Daggers** are capable of unleashing a torrent of attacks against an open foe, and enable the wielder to evade oncoming reprisals easily. The high degree of mobility provided by daggers enables the wielder to set up attacks from the rear with ease, and reap the benefits of corresponding damage multipliers. Additionally, many variants in this category carry a chance to inflict status ailments or deal extra damage in certain situations.

- **Shields** are primarily defensive weapons. Although evasion is usually the better option for a sustained offensive, sometimes it is far more effective to absorb incoming damage: to weather a shower of attacks from multiple assailants or a barrage of sniper shots, for example – a situation in which phasing would severely deplete your MP bar, whereas blocking with a shield costs very little. Shields can also deal respectable damage while easily maintaining your defensive pose. You can also equip them to take advantage of the parameter boosts granted by some of the individual weapons in this category.



Ranged Weapons

Your options for ranged weaponry are much more limited. These weapons are usually employed to exploit specific weaknesses, or against nimble enemies that cannot easily be engaged in hand-to-hand combat.

- **Firearms** allow a fair degree of mobility while generally keeping the user out of harm's way. At long range, their effectiveness drops off: they provide reliable but unimpressive damage, chipping away at an enemy's HP pool while front-liners hold its attention and perform more disruptive attacks. If you wish to maximize your firepower, you will need to reduce the distance and shoot from up close.

- **Machinery** weapons are cumbersome to wield. They are essentially the ranged equivalent of greatswords, though you cannot perform warping abilities while using them. They offer good stopping power and are particularly effective against large mechanical enemies. They are also capable of charged attacks. Like firearms, these weapons suffer a damage penalty at range. Unleash the full force of their attacks at close quarters for maximum effect. Machinery weapons have additional close-range applications in the form of a special attack unique to each device. This is performed with △/Y and can prove devastating if timed correctly.

The damage drop-off for ranged weapons is calculated relative to their maximum range. For firearms, the maximum range is 100 feet; for machinery, 50 feet. Damage drops off in 10% increments corresponding to the maximum range. Therefore, firearms will deal 90% of their maximum damage beyond 10 feet, 80% beyond 20 feet, and so on. At maximum range, ranged weapons deal only 1 damage; beyond that, no damage is dealt at all.

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Cerberus

Though technically a firearm, Cerberus is a unique sniper rifle that performs differently from any other weapon in the game. It has high break power, but severely impairs mobility. Its maximum range is 320 feet when scoped, 200 feet when locked on normally, and 100 feet without locking on.

Press R1/RB to enter the default targeting mode, which switches the camera to an over-the-shoulder perspective. Noctis can only move slowly and adjust his horizontal aim in this position. Point-warps, jumps, and defensive maneuvers are all possible, briefly reverting the camera to its normal state.

Use △/Y to enter zoom mode. You can continue to press the button to cycle through the two different zoom levels. In addition to greater precision, zoom mode allows for biaxial targeting – making it much easier to snipe an appendage, for example. To exit zoom mode, use ⊗/A or perform a dodge-roll.

Given the severe restrictions that it places on Noctis's abilities, this firearm should be employed only for surgical long-range strikes to induce the break status on an enemy. For a complete explanation of break power and the break status, see page 284



Royal Arms

The Royal Arms are a set of 13 special weapons collected by Noctis over the course of his journey. Only seven of the 13 are automatically earned through main quest progression; the rest must be tracked down in their scattered locations throughout the world (see page 176).

Royal Arms are extremely powerful, offering very high parameter boosts, but consume HP with each action. In most cases, you should use them sparingly to avoid carelessly triggering Danger status. Once you can stockpile HP recovery items, or if you have easy access to cover points during battles, sustained Royal Arms usage becomes more tenable. Royal Arms are covered in exhaustive detail on page 286.

Ring of the Lucii

This special item is added to your arsenal towards the end of the main storyline. It provides access to three unique abilities that offer great advantages, but incur extreme MP costs. Combined use of the Ring of the Lucii with MP-replenishing methods such as point-warping can prove very effective in certain post-story challenges.

- **Holy** is essentially a defensive phase followed by a counterattack. It drains MP by 10% of your maximum each second, but restores a generous amount with each successful counter, making it supremely efficient against large groups of aggressive enemies – a common sight in the Chapter 15 mazes (see page 192).
- **Death** acts as a type of time bomb; as long as you hold down ◎/B persistently, the spell eventually kills any target that is not immune to its effects. It drains MP by 5% of your maximum every second.
- **Alterna** instantly kills targets in a small area (after a charge time), but can only be used with a full MP gauge. Unless you are at a very high level of development, it depletes all of your MP at once and leaves you in Stasis.

Elemental Properties

Almost every combat encounter in the game can be won more efficiently by properly exploiting enemy weaknesses. A large majority of monsters are vulnerable to one weapon type and one element. If you can exploit both weaknesses at once (for example, on a target weak to both Swords and Ice), the result is often devastating. This makes weapons with an innate elemental affinity incredibly useful.

Ignis's elemental binding technique, Enhancement – obtainable through Ascension – is perhaps even more effective. This grants you the ability to imbue Noctis's weapons (even the non-elemental ones) with the element that your current target is weak to, and subsequently enjoy damage bonuses. You should make it an absolute priority to learn this technique as early as you can.

ELEMANCY

In *Final Fantasy XV*, spells are employed by the party primarily as consumable, free-aim projectiles equipped in a weapon slot. All craftable spells, without exception, are elemental: they require at least one unit of energy of either Fire, Ice, or Lightning. These three elements lie at the heart of everything you can produce with the spellcrafting system.

(As a side note, Light and Dark are also elements, but they are not available through spells: Light is accessible to your party via Light-elemental weapons, while Dark is the sole preserve of specific enemies.)

Spells can be extremely powerful. Unlike with ranged weapons, there is no distance-based damage drop-off, but a cooldown period means that you need to wait 30 seconds between successive casts. This value holds regardless of how many spells are equipped, or what type of spell it is. Elemental spells also produce environmental aftereffects at the target site, which can deal secondary damage to allies and enemies alike.

Crafting Basics

You can craft your arsenal of spells in the Elemancy menu (01):

I. Choose the elemental energy that you want to invest: anything between a single unit of one element, to 99 units of all three elements. Select an elemental energy type with ✥ and add or remove units with L1 & R1/LB & RB.

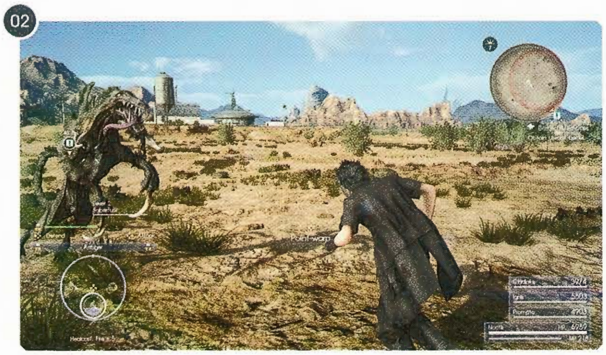
II. You can optionally add an item to the mix (again, anything from 1 to 99 units). Items combined to elemental energy in this manner are known as "catalysts" – they provide added effects to spells. A spell enhanced through the adjunction of a catalyst is said to be "transmuted". Select a catalyst with ✥ and ⊗/Ⓐ, then add or remove units with L1 & R1/LB & RB.

III. Once you have chosen all ingredients, select the Craft option to create the spell. You can then opt to equip it directly, or to store it for later use. By default, you create three copies of each spell, though this amount can be increased with catalysts and with the Bonuspell line of abilities – a process we will come back to shortly.

01



02



You can review the spells that you have previously crafted by pressing ⓐ/Ⓨ, then automatically craft them again if you have the required ingredients in stock.

A spell can only be employed in battle if you equip it as a Primary Arm for Noctis or a Secondary Arm for his allies. To cast one, hold the attack button, aim with Ⓛ, then release. You should note that casting a spell triggers a cooldown, which is visible on the spell's icon in Noctis's Primary Arms display (02). You can only unleash a new spell once the cooldown triggered by a previous casting is over.

Magic Flasks

You can carry as many spell types as you own Magic Flasks. You will find the list and availability conditions of all Flasks on page 222. Obtaining all of them should be a priority to expand your Magic arsenal.

One essential fact to keep in mind, however, is that you can actually carry up to 99 copies of the same spell within a single Flask; even with one Flask in your inventory, for example, you could enter a battle with 99 units of Thundaga. Once you have access to more varied and powerful resources, you can exploit this feature by duplicating spells for free (a process that we will describe shortly). Even with a handful of Magic Flasks, you can potentially have hundreds of devastating spells in stock. Note that you can empty a Magic Flask of its contents with L3/R if required.

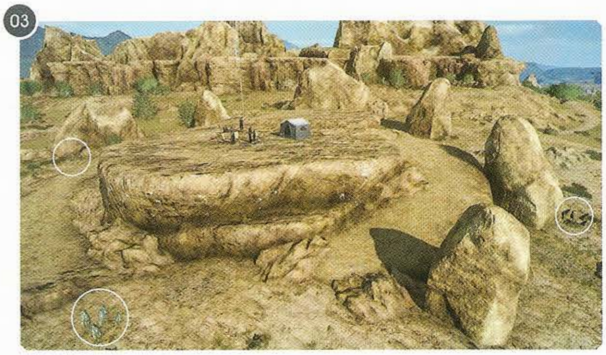
Elements

There are three raw elements that you can farm and combine when crafting spells: Fire, Ice, and Lightning. These are available as elemental energy, which you can gather in two ways:

- ◇ You can absorb it from deposits commonly found around havens (03), and occasionally inside dungeons. Each deposit typically holds approximately 33 units of energy, so it takes a visit to three havens to max out your stocks. This value can be increased by learning the Elementalism line of Ascension abilities.
- ◇ Alternatively, you can "drain" elemental energy from the enemies you defeat in battle. This is only possible if you wield one of the few weapons with this property, including your default Engine Blade – see page 202 for details. Accumulating elemental energy with this method can be time-

consuming, however. Most creatures have a relatively low chance of yielding energy (on average, 50%, though you can improve this by 50% by unlocking the Elemagnetism Ascension ability), and only offer low amounts (a handful of units of one elemental energy type). Keeping one of these weapons equipped at all times will at least enable you to top up your resources, though you can certainly optimize the process by hunting specific enemy species. For example, Voretooths each have a 30% chance of yielding two units of Fire energy when you kill them. Given that they tend to roam in large packs, stalking their habitats can potentially reward you with significant amounts of energy for crafting. Likewise, Spiracorns can offer a steady source of Ice energy if you are sufficiently strong to take them down quickly. The individual enemy sheets in the Bestiary chapter reveal all relevant details to farm elemental energy with this method, including information on monster habitats and drops.

03



Catalysts & Added Effects

Added effects are special properties that are introduced to basic elemental spells through the adjunction of a catalyst during the crafting process. The item used determines the nature of the added effect, while the number of items committed serves to improve the effect. Each increment is determined by a value known as **effect level**, which is usually multiplied by the number of copies of the catalyst used. The effect level of each catalyst is listed in a table available at the end of this section (see page 279).

Here is a simple example to help you visualize how this works: the Healcast effect enables a spell to heal its caster while dealing damage to the targeted enemy. You can create this effect by using a potion as a catalyst during the crafting process. A potion has an effect level of 25, which means that a single unit will lead to a spell restoring 25% of the caster's HP. If you craft the same spell but this time with two potions as catalysts, its healing properties will be doubled (50%); use three potions in the recipe and the effect is tripled (75%). This general principle applies to almost all crafting combinations.

Catalysts & Added Effects: Overview

ADDED EFFECT	GENERAL DESCRIPTION	NOTES
Quintcast (5 Chain)	Cast a spell up to five times.	The first spell is guaranteed. Each potential subsequent spell in the chain has a chance to succeed or fail (minimum success rate: 50%), according to the following formula: *Success chance = 50 + (catalyst's effect level x amount of catalysts used).*
Quadcast (4 Chain)	Cast a spell up to four times.	
Tricast (3 Chain)	Cast a spell up to three times.	
Dualcast (2 Chain)	Cast a spell up to two times.	
Venomcast (Poison)	Cast a spell with a chance to inflict Poison status on the target.	A status effect can be inflicted on the target (in addition to the spell's damage). The chance for this to succeed is the result of the following formula: *Success chance = (catalyst's effect level) x (number of catalysts used).*
Cursecast (Attack Down)	Cast a spell with a chance to inflict Mollified status on the target (reduces attack).	
Stopcast (Stop)	Cast a spell with a chance to inflict Stop status on the target.	
Killcast (Death)	Cast a spell with a chance to inflict Instant Death on the target.	
Healcast (Healing)	Cast a spell and heal the caster.	The proportion of HP healed is the result of the following formula: *Percentage healed = (catalyst's effect level) x (number of catalysts used).*
Freecast (Free Magic)	Cast a spell with a chance not to consume the elemental energy it was crafted with.	The chance not to consume the energy is the result of the following formula: *Chance = (catalyst's effect level) x (number of catalysts used) / 100.*
Expericast (EXP Bonus)	Cast a spell and give an EXP bonus to the caster.	The amount of EXP received is the result of the following formula: *Bonus EXP = (catalyst's effect level) x (number of catalysts used) x 100.*
Failcast (Misfire)	Gambling effect: either the spell casting fails, or the spell is cast successfully and inflicts significant damage.	The chance for the spell to fail is the result of the following formula: *Fail chance = (catalyst's effect level) x (number of catalysts used) / 100.* Unlike other added effects, this means that the more you reinforce the effect, the higher the chances that your spell will misfire.
Powercast (Compact)	Cast a spell of increased intensity (but with unchanged range).	The increased damage is already factored in the catalyst's power value. Powercast spells remain tier-1 spells even if their power exceeds the 100 threshold.
Blastcast (Backfire)	Cast a spell inflicting significant damage on both the target and the caster.	The increased damage is already factored in the catalyst's power value. The caster's HP is reduced to 1.
Maxicast (Limit Break)	Cast the ultimate elemental spell.	This effect is set by default at Level 99, even with a single catalyst. The damage dealt can break the usual limit of 9,999.
None	-	Some catalysts have no added effect, though many of these can still prove beneficial by adding power to a crafted spell or facilitating its duplication.

Catalysts & Spell Duplication

In addition to the added effects that they can confer on spells, catalysts have another hidden but powerful property: they can be employed to duplicate spells. In short, they enable you to create extra copies of a spell without spending additional elemental energy.

Here is an illustration of this principle: let's say that you are set to visit a dungeon guarded by enemies that you know are weak to Ice. As a precautionary measure, you create a powerful Blizzard spell for emergency situations. If things go awry, this will be your get-out-of-jail card in any given battle. If you spend 90 units of Ice-elemental energy and confirm the crafting, you end up with three Blizzard spells (three being the default amount of copies you receive when crafting), each with a power of 90.

However, if you add a Crooked Helixhorn to the mix (a treasure catalyst dropped by Spiracorns when you break their horn appendage), you will obtain not just three copies of the Blizzard spell, but four copies – with the duplicated copy costing nothing but the catalyst consumed. Use two Crooked Helixhorns and you will obtain two duplicate copies in addition to the original three. Use *five* Crooked Helixhorns and you will obtain five free duplicates. In all of these instances, you only consume 90 units of Ice-elemental energy.

We reveal the amount of copies required for each catalyst to create a duplicate spell in an overview table at the end of this section (see page 279). These values are decimals, so you will need to round them up. For example, with the duplication value of 1.25 for a Metal Scrap, it takes 2 catalysts to get one extra copy.

If you want to create duplicates, bear in mind that these values work linearly and are an accurate incremental representation of the duplication process. For example, with the Metal Scrap, you can multiply 1.25 by the number of duplicates that you want, then round up to the nearest integer to calculate the exact number of catalysts that you need to use. In other words, you get two extra copies with 3 catalysts (2 x 1.25 = 2.50 rounded up to 3), three extras with 4 catalysts (3 x 1.25 = 3.75, rounded up to 4), and so forth.

All duplication values lower than 1 deserve a special mention: a single catalyst with such a value will lead to the creation of at least one duplicate. The lower the value, the more duplicates are generated. The Flesh Fortifier (a consumable), has a duplication value of 0.50. This means that one of these items alone will lead to the crafting of two duplicates. Likewise, Ulwaat Berries have a duplication value of 0.25, and thus generate four extras each. This property makes all catalysts with a duplication value lower than 1 precious.

Note that unlocking the Bonuspell abilities in the Magic Ascension tree enables you to receive free duplicates every time you craft a spell: one extra with Bonuspell, and two extra with Bonuspell II.



Power

The power, or potency, of a spell is determined primarily by the number of units of elemental energy used during the crafting process. If you create a spell with four units of Fire energy, for example, it will have a potency value of four on your screen.

When you combine multiple elements together, the predominant element offers one unit of power for each unit of energy. Any secondary element offers one unit of power for every two units of energy.

In case of equal quantities, Fire is always considered as prevalent, and Ice prevails over Lightning. For instance, a spell made of 10 units of Fire and 10 units of Ice will be a Fire spell (Fire prevails over Ice) with a power of 15. This value is the sum of 10 units of Fire and 5 from Ice (10 / 2 = 5).

Any catalyst used in crafting also adds to the spell's overall potency, based on its own power value (revealed at the end of this section – see page 275).

Finally, unlocking the Powercraft abilities in the Magic Ascension tree adds a fixed value to the power of every spell that you craft.

The complete formula to calculate a spell's potency is as follows:

Power = (number of units of the majority element) + (number of units of the minority elements / 2) + ("catalyst's power value" x "number of catalysts") + Powercraft ability bonus

Tiers

When you reach specific power thresholds, a spell changes tier. These boundaries are set at 100 and 200. A Fire-elemental spell made with a potency of 100 or 200 will turn into Fira or Firaga respectively. Tiers are easy to recognize via the use of suffixes: "-ra" for tier 2 and "-ga" for tier 3 spells. The higher the tier, the wider a spell's area of effect will be, increasing the risk that your own party members might be caught in the blast.

Tiers: Overview

TIER	ELEMENT	POWER REQUIRED	SPELL NAME
1	Fire	1 to 99	Fire
	Ice	1 to 99	Blizzard
	Lightning	1 to 99	Thunder
2 ("-ra")	Fire	100 to 199	Fira
	Ice	100 to 199	Blizzara
	Lightning	100 to 199	Thundara
3 ("-ga")	Fire	200+	Firaga
	Ice	200+	Blizzaga
	Lightning	200+	Thundaga

Given that your maximum stocks of elemental energy are capped at 99, you can only reach the highest spell tier through the adjunction of catalysts (or Powercraft abilities, but these require steep AP investments). Each catalyst has a basic power value: this value is added to the number of units of elemental energy. For example, a spell made of 96 units of Ice energy will be a (tier-1) Blizzard (with a potency of 96). If you add a catalyst with a power value of 2, the tally is raised to 98. Add a second copy of the same catalyst and the power tally reaches 100, turning the spell into a (tier-2) Blizzara.

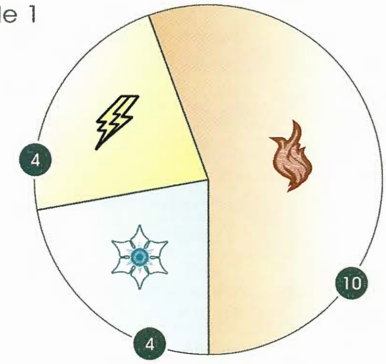
Hybrid Spells

Things become a little more complicated when you combine energy of different types together in the same spell. Everything boils down to one key factor: the proportions of each element used.

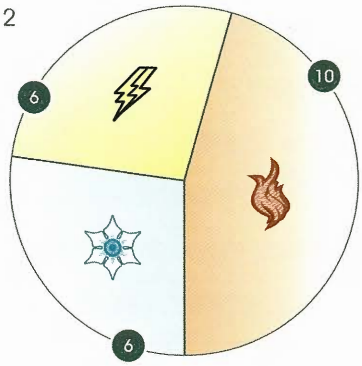
The one critical concept that determines the nature of a hybrid spell revolves around whether the predominant element is in absolute majority or simple majority. An element is in absolute majority when it represents 50% or more of all the energy units composing a spell.

Consider the following two examples:

Example 1



Example 2



- ◇ In the first example, the Fire element is in absolute majority (10 units of Fire out of a total of 18 units overall represents 55.56% – more than 50%).
- ◇ In the second example, the Fire element is in simple majority (10 units of Fire out of a total of 22 units overall represents 45.45% – less than 50%).

This simple concept has important repercussions in the game:

- ◇ When one element in a multi-element spell is in absolute majority (which is the case of Fire in example 1 above), this element prevails over the others. In example 1 above, the spell cast is "Fire".
- ◇ When no element in a multi-element spell is in absolute majority (which is the case in example 2 above), no element prevails. In example 2 above, the spell crafted is called Unicast. When you use it, you randomly cast Fire, Blizzard, or Thunder, but you do not choose which one.

Key Points

Here is a list of the most important points you need to keep in mind while crafting spells.

- ◇ If you want to be certain of the nature of the spells you cast, you need to ensure that one of the elements it is crafted with is present in absolute majority. A simple majority leads to random results.
- ◇ When two or three elements are mixed in equal quantities in a spell, the game uses a simple tiebreaking rule: Fire prevails over the other two, and Ice prevails over Lightning (in mathematical terms: Fire > Ice > Lightning).
- ◇ Adding a catalyst to elemental energy during the crafting process provides added effects to spells (except when you choose catalysts without the capacity to introduce added effects, that is). The more units of a catalyst you use, the greater the potency of its effects.
- ◇ Adding a catalyst to elemental energy during the crafting process can also lead to the creation of free duplicates: additional copies of the spell generated without consuming any additional elemental energy. The amounts of units required for each catalyst to give birth to a duplicate are listed in the table at the end of this section (see page 279).
- ◇ The primary factor that determines the tier of a spell is its potency: with a power between 1 and 99 you craft a tier-1 spell; with a power between 100 and 199 you craft a tier-2 spell; with a power of 200 and beyond you craft a tier-3 spell.
- ◇ Given that you can only carry up to 99 units of elemental energy of each type, you need to use catalysts to increase the power value of your spells if you want to craft spells of the highest tiers. Each catalyst has a basic power value: this value is added to the power provided by the units of elemental energy used in the spell. A Garula Sirloin, for example, has a power value of 4, and will therefore add 4 units to the tally. Let's imagine you craft a spell with 90 units of Ice: a power of 90 translates into a tier-1 spell: Blizzard. If you add 3 Garula Sirloins to the mix, though, you end up with a tally of 102 (90 + (4 x 3) = 102) and therefore a Blizzara spell.
- ◇ The Powercraft line of Ascension abilities can also be used to raise the potency of your spells. These require substantial AP investment, but their effects are permanent once unlocked.
- ◇ Some catalysts cause a spell to be launched multiple times (Quintcast = up to five times, Quadcast = up to four times, Tricast = up to three times, Dualcast = twice). In the case of hybrid (multi-element) spells with no absolute majority, all spells in the chain are of a random element: for example, a Tricast spell will cast up to three spells, each of a random element. In the case of multi-element spells with one element in absolute majority, the first spell in the chain is always of the predominant element; the following spells in the chain are randomly of either the predominant element or the element of the strongest minority. A Tricast: Fire-Blizzard spell will always begin with Fire (absolute majority), and will then follow up with either Fire or Blizzard for the next two spells in the chain.
- ◇ All spells cast in a chain are of the same tier. "Tricast II", for instance, will cast three tier-2 spells (in other words, any of Fira, Blizzara, or Thundara, then a second time any of the three, and again a third time any of the three, at random).

Fire-Elemental-Only Spells

ADDED EFFECT	SPELL CRAFTED		
	TIER 1 (POWER: 1-99)	TIER 2 (POWER: 100-199)	TIER 3 (POWER: 200+)
None	Fire	Fira	Firaga
Quintcast	Quintcast: Fire	Quintcast: Fira	Quintcast: Firaga
Quadcast	Quadcast: Fire	Quadcast: Fira	Quadcast: Firaga
Tricast	Tricast: Fire	Tricast: Fira	Tricast: Firaga
Dualcast	Dualcast: Fire	Dualcast: Fira	Dualcast: Firaga
Venomcast	Venomcast: Fire	Venomcast: Fira	Venomcast: Firaga
Cursecast	Cursecast: Fire	Cursecast: Fira	Cursecast: Firaga
Stopcast	Stopcast: Fire	Stopcast: Fira	Stopcast: Firaga
Killcast	Killcast: Fire	Killcast: Fira	Killcast: Firaga
Healcast	Healcast: Fire	Healcast: Fira	Healcast: Firaga
Freecast	Freecast: Fire	Freecast: Fira	Freecast: Firaga
Expericast	Expericast: Fire	Expericast: Fira	Expericast: Firaga
Failcast	Failcast: Fire	Failcast: Fira	Failcast: Firaga
Powercast	Powercast: Fire	Powercast: Fire	Powercast: Fire
Blastcast	Blastcast: Fire	Blastcast: Fira	Blastcast: Firaga
Limit Break	Flare	Flare	Flare

Ice-Elemental-Only Spells

ADDED EFFECT	SPELL CRAFTED		
	TIER 1 (POWER: 1-99)	TIER 2 (POWER: 100-199)	TIER 3 (POWER: 200+)
None	Blizzard	Blizzara	Blizzaga
Quintcast	Quintcast: Blizzard	Quintcast: Blizzara	Quintcast: Blizzaga
Quadcast	Quadcast: Blizzard	Quadcast: Blizzara	Quadcast: Blizzaga
Tricast	Tricast: Blizzard	Tricast: Blizzara	Tricast: Blizzaga
Dualcast	Dualcast: Blizzard	Dualcast: Blizzara	Dualcast: Blizzaga
Venomcast	Venomcast: Blizzard	Venomcast: Blizzara	Venomcast: Blizzaga
Cursecast	Cursecast: Blizzard	Cursecast: Blizzara	Cursecast: Blizzaga
Stopcast	Stopcast: Blizzard	Stopcast: Blizzara	Stopcast: Blizzaga
Killcast	Killcast: Blizzard	Killcast: Blizzara	Killcast: Blizzaga
Healcast	Healcast: Blizzard	Healcast: Blizzara	Healcast: Blizzaga
Freecast	Freecast: Blizzard	Freecast: Blizzara	Freecast: Blizzaga
Expericast	Expericast: Blizzard	Expericast: Blizzara	Expericast: Blizzaga
Failcast	Failcast: Blizzard	Failcast: Blizzara	Failcast: Blizzaga
Powercast	Powercast: Blizzard	Powercast: Blizzard	Powercast: Blizzard
Blastcast	Blastcast: Blizzard	Blastcast: Blizzara	Blastcast: Blizzaga
Limit Break	Freeze	Freeze	Freeze

Lightning-Elemental-Only Spells

ADDED EFFECT	SPELL CRAFTED		
	TIER 1 (POWER: 1-99)	TIER 2 (POWER: 100-199)	TIER 3 (POWER: 200+)
None	Thunder	Thundara	Thundaga
Quintcast	Quintcast: Thunder	Quintcast: Thundara	Quintcast: Thundaga
Quadcast	Quadcast: Thunder	Quadcast: Thundara	Quadcast: Thundaga
Tricast	Tricast: Thunder	Tricast: Thundara	Tricast: Thundaga
Dualcast	Dualcast: Thunder	Dualcast: Thundara	Dualcast: Thundaga
Venomcast	Venomcast: Thunder	Venomcast: Thundara	Venomcast: Thundaga
Cursecast	Cursecast: Thunder	Cursecast: Thundara	Cursecast: Thundaga
Stopcast	Stopcast: Thunder	Stopcast: Thundara	Stopcast: Thundaga
Killcast	Killcast: Thunder	Killcast: Thundara	Killcast: Thundaga
Healcast	Healcast: Thunder	Healcast: Thundara	Healcast: Thundaga
Freecast	Freecast: Thunder	Freecast: Thundara	Freecast: Thundaga
Expericast	Expericast: Thunder	Expericast: Thundara	Expericast: Thundaga
Failcast	Failcast: Thunder	Failcast: Thundara	Failcast: Thundaga
Powercast	Powercast: Thunder	Powercast: Thunder	Powercast: Thunder
Blastcast	Blastcast: Thunder	Blastcast: Thundara	Blastcast: Thundaga
Limit Break	Electon	Electon	Electon

Hybrid Spells | Simple Majority

ADDED EFFECT	SPELL CRAFTED		
	TIER 1 (POWER: 1-99)	TIER 2 (POWER: 100-199)	TIER 3 (POWER: 200+)
None	Unicast	Unicast II	Unicast III
Quintcast	Quintcast	Quintcast II	Quintcast III
Quadcast	Quadcast	Quadcast II	Quadcast III
Tricast	Tricast	Tricast II	Tricast III
Dualcast	Dualcast	Dualcast II	Dualcast III
Venomcast	Venomcast	Venomcast II	Venomcast III
Cursecast	Cursecast	Cursecast II	Cursecast III
Stopcast	Stopcast	Stopcast II	Stopcast III
Killcast	Killcast	Killcast II	Killcast III
Healcast	Healcast	Healcast II	Healcast III
Freecast	Freecast	Freecast II	Freecast III
Expericast	Expericast	Expericast II	Expericast III
Failcast	Failcast	Failcast II	Failcast III
Powercast	Powercast	Powercast	Powercast
Blastcast	Blastcast	Blastcast II	Blastcast III
Limit Break	Maxicast	Maxicast	Maxicast

Hybrid Spells | Absolute Majority: Fire – Highest Minority: Ice

ADDED EFFECT	SPELL CRAFTED		
	TIER 1 (POWER: 1-99)	TIER 2 (POWER: 100-199)	TIER 3 (POWER: 200+)
None	Fire	Fira	Firaga
Quintcast	Quintcast: Fire-Blizzard	Quintcast: Fira-Blizzara	Quintcast: Firaga-Blizzaga
Quadcast	Quadcast: Fire-Blizzard	Quadcast: Fira-Blizzara	Quadcast: Firaga-Blizzaga
Tricast	Tricast: Fire-Blizzard	Tricast: Fira-Blizzara	Tricast: Firaga-Blizzaga
Dualcast	Dualcast: Fire-Blizzard	Dualcast: Fira-Blizzara	Dualcast: Firaga-Blizzaga
Venomcast	Venomcast: Fire	Venomcast: Fira	Venomcast: Firaga
Cursecast	Cursecast: Fire	Cursecast: Fira	Cursecast: Firaga
Stopcast	Stopcast: Fire	Stopcast: Fira	Stopcast: Firaga
Killcast	Killcast: Fire	Killcast: Fira	Killcast: Firaga
Healcast	Healcast: Fire	Healcast: Fira	Healcast: Firaga
Freecast	Freecast: Fire	Freecast: Fira	Freecast: Firaga
Expericast	Expericast: Fire	Expericast: Fira	Expericast: Firaga
Failcast	Failcast: Fire	Failcast: Fira	Failcast: Firaga
Powercast	Powercast: Fire	Powercast: Fire	Powercast: Fire
Blastcast	Blastcast: Fire	Blastcast: Fira	Blastcast: Firaga
Limit Break	Flare	Flare	Flare

Hybrid Spells | Absolute Majority: Fire – Highest Minority: Lightning

ADDED EFFECT	SPELL CRAFTED		
	TIER 1 (POWER: 1-99)	TIER 2 (POWER: 100-199)	TIER 3 (POWER: 200+)
None	Fire	Fira	Firaga
Quintcast	Quintcast: Fire-Thunder	Quintcast: Fira-Thundara	Quintcast: Firaga-Thundaga
Quadcast	Quadcast: Fire-Thunder	Quadcast: Fira-Thundara	Quadcast: Firaga-Thundaga
Tricast	Tricast: Fire-Thunder	Tricast: Fira-Thundara	Tricast: Firaga-Thundaga
Dualcast	Dualcast: Fire-Thunder	Dualcast: Fira-Thundara	Dualcast: Firaga-Thundaga
Venomcast	Venomcast: Fire	Venomcast: Fira	Venomcast: Firaga
Cursecast	Cursecast: Fire	Cursecast: Fira	Cursecast: Firaga
Stopcast	Stopcast: Fire	Stopcast: Fira	Stopcast: Firaga
Killcast	Killcast: Fire	Killcast: Fira	Killcast: Firaga
Healcast	Healcast: Fire	Healcast: Fira	Healcast: Firaga
Freecast	Freecast: Fire	Freecast: Fira	Freecast: Firaga
Expericast	Expericast: Fire	Expericast: Fira	Expericast: Firaga
Failcast	Failcast: Fire	Failcast: Fira	Failcast: Firaga
Powercast	Powercast: Fire	Powercast: Fire	Powercast: Fire
Blastcast	Blastcast: Fire	Blastcast: Fira	Blastcast: Firaga
Limit Break	Flare	Flare	Flare

Hybrid Spells | Absolute Majority: Ice – Highest Minority: Fire

ADDED EFFECT	SPELL CRAFTED		
	TIER 1 (POWER: 1-99)	TIER 2 (POWER: 100-199)	TIER 3 (POWER: 200+)
None	Blizzard	Blizzara	Blizzaga
Quintcast	Quintcast: Blizzard-Fire	Quintcast: Blizzara-Fira	Quintcast: Blizzaga-Firaga
Quadcast	Quadcast: Blizzard-Fire	Quadcast: Blizzara-Fira	Quadcast: Blizzaga-Firaga
Tricast	Tricast: Blizzard-Fire	Tricast: Blizzara-Fira	Tricast: Blizzaga-Firaga
Dualcast	Dualcast: Blizzard-Fire	Dualcast: Blizzara-Fira	Dualcast: Blizzaga-Firaga
Venomcast	Venomcast: Blizzard	Venomcast: Blizzara	Venomcast: Blizzaga
Cursecast	Cursecast: Blizzard	Cursecast: Blizzara	Cursecast: Blizzaga
Stopcast	Stopcast: Blizzard	Stopcast: Blizzara	Stopcast: Blizzaga
Killcast	Killcast: Blizzard	Killcast: Blizzara	Killcast: Blizzaga
Healcast	Healcast: Blizzard	Healcast: Blizzara	Healcast: Blizzaga
Freecast	Freecast: Blizzard	Freecast: Blizzara	Freecast: Blizzaga
Expericast	Expericast: Blizzard	Expericast: Blizzara	Expericast: Blizzaga
Failcast	Failcast: Blizzard	Failcast: Blizzara	Failcast: Blizzaga
Powercast	Powercast: Blizzard	Powercast: Blizzard	Powercast: Blizzard
Blastcast	Blastcast: Blizzard	Blastcast: Blizzara	Blastcast: Blizzaga
Limit Break	Freeze	Freeze	Freeze

Hybrid Spells | Absolute Majority: Lightning – Highest Minority: Fire

ADDED EFFECT	SPELL CRAFTED		
	TIER 1 (POWER: 1-99)	TIER 2 (POWER: 100-199)	TIER 3 (POWER: 200+)
None	Thunder	Thundara	Thundaga
Quintcast	Quintcast: Thunder-Fire	Quintcast: Thundara-Fira	Quintcast: Thundaga-Firaga
Quadcast	Quadcast: Thunder-Fire	Quadcast: Thundara-Fira	Quadcast: Thundaga-Firaga
Tricast	Tricast: Thunder-Fire	Tricast: Thundara-Fira	Tricast: Thundaga-Firaga
Dualcast	Dualcast: Thunder-Fire	Dualcast: Thundara-Fira	Dualcast: Thundaga-Firaga
Venomcast	Venomcast: Thunder	Venomcast: Thundara	Venomcast: Thundaga
Cursecast	Cursecast: Thunder	Cursecast: Thundara	Cursecast: Thundaga
Stopcast	Stopcast: Thunder	Stopcast: Thundara	Stopcast: Thundaga
Killcast	Killcast: Thunder	Killcast: Thundara	Killcast: Thundaga
Healcast	Healcast: Thunder	Healcast: Thundara	Healcast: Thundaga
Freecast	Freecast: Thunder	Freecast: Thundara	Freecast: Thundaga
Expericast	Expericast: Thunder	Expericast: Thundara	Expericast: Thundaga
Failcast	Failcast: Thunder	Failcast: Thundara	Failcast: Thundaga
Powercast	Powercast: Thunder	Powercast: Thunder	Powercast: Thunder
Blastcast	Blastcast: Thunder	Blastcast: Thundara	Blastcast: Thundaga
Limit Break	Electon	Electon	Electon

Hybrid Spells | Absolute Majority: Ice – Highest Minority: Lightning

ADDED EFFECT	SPELL CRAFTED		
	TIER 1 (POWER: 1-99)	TIER 2 (POWER: 100-199)	TIER 3 (POWER: 200+)
None	Blizzard	Blizzara	Blizzaga
Quintcast	Quintcast: Blizzard-Thunder	Quintcast: Blizzara-Thundara	Quintcast: Blizzaga-Thundaga
Quadcast	Quadcast: Blizzard-Thunder	Quadcast: Blizzara-Thundara	Quadcast: Blizzaga-Thundaga
Tricast	Tricast: Blizzard-Thunder	Tricast: Blizzara-Thundara	Tricast: Blizzaga-Thundaga
Dualcast	Dualcast: Blizzard-Thunder	Dualcast: Blizzara-Thundara	Dualcast: Blizzaga-Thundaga
Venomcast	Venomcast: Blizzard	Venomcast: Blizzara	Venomcast: Blizzaga
Cursecast	Cursecast: Blizzard	Cursecast: Blizzara	Cursecast: Blizzaga
Stopcast	Stopcast: Blizzard	Stopcast: Blizzara	Stopcast: Blizzaga
Killcast	Killcast: Blizzard	Killcast: Blizzara	Killcast: Blizzaga
Healcast	Healcast: Blizzard	Healcast: Blizzara	Healcast: Blizzaga
Freecast	Freecast: Blizzard	Freecast: Blizzara	Freecast: Blizzaga
Expericast	Expericast: Blizzard	Expericast: Blizzara	Expericast: Blizzaga
Failcast	Failcast: Blizzard	Failcast: Blizzara	Failcast: Blizzaga
Powercast	Powercast: Blizzard	Powercast: Blizzard	Powercast: Blizzard
Blastcast	Blastcast: Blizzard	Blastcast: Blizzara	Blastcast: Blizzaga
Limit Break	Freeze	Freeze	Freeze

Hybrid Spells | Absolute Majority: Lightning – Highest Minority: Ice

ADDED EFFECT	SPELL CRAFTED		
	TIER 1 (POWER: 1-99)	TIER 2 (POWER: 100-199)	TIER 3 (POWER: 200+)
None	Thundaga	Thundara	Thundaga
Quintcast	Quintcast: Thunder-Blizzard	Quintcast: Thundara-Blizzara	Quintcast: Thundaga-Blizzaga
Quadcast	Quadcast: Thunder-Blizzard	Quadcast: Thundara-Blizzara	Quadcast: Thundaga-Blizzaga
Tricast	Tricast: Thunder-Blizzard	Tricast: Thundara-Blizzara	Tricast: Thundaga-Blizzaga
Dualcast	Dualcast: Thunder-Blizzard	Dualcast: Thundara-Blizzara	Dualcast: Thundaga-Blizzaga
Venomcast	Venomcast: Thunder	Venomcast: Thundara	Venomcast: Thundaga
Cursecast	Cursecast: Thunder	Cursecast: Thundara	Cursecast: Thundaga
Stopcast	Stopcast: Thunder	Stopcast: Thundara	Stopcast: Thundaga
Killcast	Killcast: Thunder	Killcast: Thundara	Killcast: Thundaga
Healcast	Healcast: Thunder	Healcast: Thundara	Healcast: Thundaga
Freecast	Freecast: Thunder	Freecast: Thundara	Freecast: Thundaga
Expericast	Expericast: Thunder	Expericast: Thundara	Expericast: Thundaga
Failcast	Failcast: Thunder	Failcast: Thundara	Failcast: Thundaga
Powercast	Powercast: Thunder	Powercast: Thunder	Powercast: Thunder
Blastcast	Blastcast: Thunder	Blastcast: Thundara	Blastcast: Thundaga
Limit Break	Electon	Electon	Electon

Catalysts: Overview

Catalyst Parameters

	NAME	ADDED EFFECT	POWER VALUE	EFFECT LEVEL	UNITS REQUIRED FOR DUPLICATION*
Consumables	**Antidote**	Venomcast	0	16	25.00
	Elixir	Tricast	2	3	8.33
	Ether	Dualcast	2	2	10
	Flesh Fortifier	None	3	-	0.50
	Gold Needle	Killcast	0	10	16.67
	Hi-Elixir	Tricast	3	4	7.14
	Hi-Potion	Healcast	0	50	12.50
	Magitek Booster	Quintcast	20	40	-
	Maiden's Kiss	Stopcast	0	24	16.67
	Mega Phoenix	Quadcast	8	10	1.82
	Mega-Potion	Healcast	3	99	2.94
	Megalixir	Quintcast	6	5	2.63

Catalyst Parameters (Continued)

	NAME	ADDED EFFECT	POWER VALUE	EFFECT LEVEL	UNITS REQUIRED FOR DUPLICATION*
Consumables	**Mettle VX**	None	2	-	10
	Moogle Plushie	None	1	-	-
	Muscle Stimulant	None	3	-	0.50
	Phoenix Down	Tricast	3	2	2.38
	Potion	Healcast	0	25	20
	Power EX	None	2	-	10
	Reflex Enhancer	Quintcast	10	25	-
	Remedy	Dualcast	0	5	8.33
	Smelling Salts	Cursecast	0	22	16.67
	Spirit ZX	None	2	-	10
	Superior Restorative	Dualcast	2	75	2.86
	Verve WX	None	2	-	10

Catalyst Parameters (Continued)

	NAME	ADDED EFFECT	POWER VALUE	EFFECT LEVEL	UNITS REQUIRED FOR DUPLICATION*
Ingredients	**Aegir Root**	Healcast	1	10	6.25
	Allural Shallot	Quadcast	1	3	3.85
	Alstroom	Cursecast	0	15	2.86
	Anak Meat	None	3	-	3.57
	Arapaima Roe	Expericast	99	30	3.03
	Barramundi Fillet	None	3	-	2.38
	Behemoth Tenderloin	None	33	-	1.39
	Birdbeast Egg	None	1	-	3.03
	Caem Pinkshrimp	Dualcast	1	3	1.85
	Catoblepas Brisket	None	26	-	1.14
	Chickatrice Leg	None	5	-	2.63
	Cleigne Darkshell	Dualcast	1	4	1.79
	Cleigne Mollusk	Dualcast	2	1	1.92
	Cleigne Wheat	Healcast	0	25	2.94
	Cup Noodles	Healcast	0	99	4
	Daggerquill Breast	None	1	-	3.85
	Dualhorn Steak	None	2	-	2.78
	Eos Green Peas	None	2	-	5
	Fine Cleigne Wheat	Healcast	0	50	1
	Fine Gighee Ham	None	8	-	2.38
	Funguar	Venomcast	0	10	4.55
	Garula Sirloin	None	4	-	3.13
	Giant Trevally Fillet	None	1	-	2.38
	Gighee Ham	None	2	-	4.17
	Griffon Breast	None	33	-	0.98
	Hulldagh Nutmeg	Quadcast	1	5	6.25
	Jabberwock Sirloin	None	31	-	-
	Kettier Ginger	Quadcast	1	2	4.17
	Killer Tomato	Healcast	2	50	2.27
	Kujata Marrow	Tricast	8	15	1.14
	Leiden Pepper	Cursecast	1	15	4.17
	Leiden Potato	Healcast	0	10	5.56
	Leiden Sweet Potato	Healcast	1	20	5.56
	Leukorn Steak	None	24	-	1.05
	Lucian Tomato	Healcast	1	30	2.38
	Malmashroom	Killcast	0	5	1.28
	Midgardsormr Shank	None	34	-	1.54
	Nebula Salmon Fillet	None	3	-	2.38
	Platinum Myrltrout Fillet	None	8	-	2.09
	Sahagin Liver	Tricast	6	10	2.38
	Saxham Rice	Healcast	0	25	2.38
	Schier Turmeric	Tricast	1	1	7.14
	Sea Bass Fillet	None	4	-	2.09
	Sheep Milk	Dualcast	1	1	8.33
	Smoking Wood	Tricast	1	1	8.33
	Tenebraen Oak	Quadcast	1	1	4.55
	Tide Grouper Fillet	None	5	-	2.09
	Trout Fillet	None	2	-	2.38
	Ulwaat Berries	Healcast	8	99	0.25
	Vesper Gar Fillet	None	10	-	2.08
	Vesproom	Stopcast	0	15	2.63
	Wild Onion	Healcast	0	10	4.17
	Zu Tender	None	52	-	0.83
Treasures	**Adamantite**	Limit Break	99	-	0.2
	Alstor Bass Bones	None	1	-	3.03
	Ammonite Fossil	Stopcast	4	75	1.35
	Anak Antlers	Dualcast	8	22	2.08
	Anak Fetlock	Cursecast	2	25	3.03

Catalyst Parameters (Continued)

	NAME	ADDED EFFECT	POWER VALUE	EFFECT LEVEL	UNITS REQUIRED FOR DUPLICATION*
Treasures	**Ancient Dragon Tooth**	Stopcast	6	99	1.20
	Arapaima Scales	None	8	-	1.92
	Arba Spur	Cursecast	1	40	2.22
	Barbed Poison Needle	Venomcast	6	99	1.33
	Barbed Scythe	None	1	-	1.33
	Barrelfish Scales	None	1	-	3.03
	Basilisk Plumage	Dualcast	1	38	1.54
	Beautiful Bottle	Freecast	0	1	-
	Beautiful Hide	Quadcast	16	10	1.54
	Beautiful Plumage	Tricast	4	26	1.52
	Beetle Shell	Quadcast	16	10	0.93
	Behemoth Horn	Quintcast	4	15	2.50
	Big Scorpion Stinger	Killcast	4	42	2.38
	Bluegill Fin	None	1	-	2.38
	Bluegill Scale	None	4	-	3.03
	Broken Harmonica	Stopcast	2	99	1
	Building Stone	None	30	-	3.03
	Bulette Carapace	Dualcast	12	15	1.39
	Cactuar Needle	Freecast	0	1	-
	Catfish Barbel	None	2	-	3.03
	Catoblepas Fang	Quadcast	22	10	0.91
	Centipede Feet	Cursecast	2	25	6.25
	Centipede Jaw	Cursecast	3	33	2.50
	Centipede Legs	Cursecast	1	20	8.33
	Centipede Teeth	Cursecast	6	33	1.82
	Chrome Bit	Dualcast	16	10	0.67
	Cockatrice Crest	Expericast	3	2	33.33
	Cockatrice Tail Feathers	Dualcast	1	25	1.54
	Coeurl Whiskers	Killcast	6	52	1.33
	Colorful Griffon Claw	Quintcast	16	25	3.03
	Crab Carapace	Dualcast	2	10	1.52
	Crimson Tongue	Cursecast	1	47	1.25
	Crooked Helixhorn	Tricast	1	20	1.00
	Curved Fang	None	1	-	2.94
	Curved Hollowhorn	Quadcast	7	18	1.43
	Deadly Stinger	Venomcast	4	99	2.17
	Debased Banknote	Expericast	6	6	4.00
	Debased Coin	Expericast	4	4	4.00
	Debased Silverpiece	Expericast	8	8	4.00
	Divine Whiskers	None	36	-	1.03
	Downy Feathers	Quadcast	4	18	1.52
	Dragon Claw	Limit Break	72	-	3.03
	Dragon Horn	Quintcast	33	10	2.27
	Dragon Scales	Tricast	8	2	1.05
	Drooping Whiskers	None	18	-	1.18
	Dynamo	None	38	-	0.74
	Earth Gemstone	Quadcast	22	15	1
	Electrolytic Condenser	None	12	-	0.91
	Enormous Stinger	Venomcast	3	99	2.27
	Fearsome Hoof	Cursecast	52	75	1.33
	Fine Crest	Expericast	5	3	33.33
	Fine Slimy Oil	Cursecast	18	99	1.22
	Fine Tail Feathers	Dualcast	18	49	1.14
	Fossil Shell	Stopcast	1	52	1.79
	Fossil Wood	Stopcast	1	28	1.92
	Garula Fur	Tricast	1	10	2.50
	Garula Tusk	Dualcast	1	10	2.50
	Giant Crab Pincers	Blastcast	24	-	0.5
	Giant Curlhorn	Quadcast	3	24	1.19
	Giant Feather	Tricast	4	1	3.03
	Giant Hairy Horn	Tricast	12	14	2.08
	Giant Hoof	Cursecast	42	50	1.67
	Glass Gemstone	Tricast	18	15	1
	Gorgeous Plumage	Quadcast	8	26	1.47
	Gralean Medal of Distinction	Quadcast	12	28	0.33

Catalyst Parameters (Continued)

	NAME	ADDED EFFECT	POWER VALUE	EFFECT LEVEL	UNITS REQUIRED FOR DUPLICATION*
Treasures	**Great Anak Antlers**	Quadcast	4	18	1.61
	Great Garula Tusk	Tricast	10	12	2.22
	Greatsnake Crest	Quadcast	26	24	3.03
	Greatsnake Scale	None	33	-	1.19
	Griffon Claw	Quintcast	5	10	4.55
	Griffon Feather	None	2	-	0.50
	Hairy Horn	Dualcast	12	5	3.03
	Hard Scale	Tricast	8	42	2.08
	Hard Whiskers	Dualcast	1	5	2.63
	Hardened Hide	Limit Break	48	-	2.86
	Hardened Hoof	Cursecast	1	30	1.18
	Havocfang Hide	Dualcast	1	25	2.94
	Heavy Scale	Tricast	43	10	1.22
	Hunter's Medal	Limit Break	90	-	0.02
	Hydraulic Cylinder	Quintcast	42	20	2.00
	Imperial Medal of Honor	Quintcast	24	36	0.25
	Insect Stinger	Venomcast	1	30	1.92
	Iron Shavings	Failcast	32	12	0.33
	Jade Gar Mirrorscale	None	12	-	2.27
	Jumbo Needle	Freecast	0	2	-
	King Catfish Heart	None	6	-	2.08
	Large Hollowhorn	Quintcast	10	12	0.75
	Laser Sensor	None	22	-	0.83
	Magitek Core	Quintcast	99	48	0.20
	Magnetron	Quintcast	28	15	2.00
	Magnificent Crest	Expericast	7	5	33.33
	Magnificent Tail Feathers	Dualcast	28	49	1.02
	Malboro Eye	Quintcast	12	50	4.76
	Malboro Vine	Killcast	1	50	8.33
	Mandrake Flower	Quintcast	0	5	2.56
	Mesmenir Horn	Tricast	1	3	1.96
	Metal Scrap	Dualcast	1	1	1.25
	Monster Claw	Quadcast	21	4	2.38
	Monster Jaw	None	99	-	3.03
	Murk Grouper Eye	None	12	-	2.27
	Mythril Ingot	Freecast	99	5	-
	Mythril Shaft	Quadcast	12	5	0.83
	Old Book	Expericast	3	3	2.78
	Phoenix Bass Bladder	None	4	-	2.38
	Platinum Ingot	Freecast	99	3	-
	Prawn Antennae	Blastcast	24	-	0.50
	Quality Building Stone	None	48	-	2.17
	Rare Coin	Expericast	8	12	4
	Repair Kit	None	3	-	-
	Rotten Splinterbone	Limit Break	12	-	4.17
	Rough Scales	Dualcast	1	10	1.54

Catalyst Parameters (Continued)

	NAME	ADDED EFFECT	POWER VALUE	EFFECT LEVEL	UNITS REQUIRED FOR DUPLICATION*
Treasures	**Rough Shell**	Tricast	1	25	1.18
	Rusted Bit	Failcast	12	8	0.83
	Sabertusk Claw	None	1	-	3.03
	Sahagin Scale	Dualcast	3	38	1.92
	Scaled Skin	Dualcast	3	10	2.08
	Scarlet Splinterbone	Quintcast	0	33	1.03
	Scorpion Barb	Venomcast	1	20	4.76
	Scorpion Stinger	Killcast	1	16	4.55
	Sharp Bone	Dualcast	4	15	1.72
	Sharp Bristles	Venomcast	5	99	2.22
	Sharp Head Fin	Cursecast	12	99	1.41
	Sharp Scythe	None	5	-	1.33
	Sharp Tail Feathers	Quadcast	0	0	7.14
	Shattered Timepiece	Dualcast	8	25	0.50
	Shield Spike	Tricast	8	24	4.55
	Sky Gemstone	Failcast	99	75	0.03
	Slimy Oil	Cursecast	7	99	1.14
	Small Beak	Powercast	25	-	1.33
	Snakehead Scales	None	4	-	2.38
	Snakehead Teeth	None	2	-	3.03
	Spiked Armor	Tricast	26	30	8.33
	Splendid Building Stone	None	65	-	1.92
	Star Shell	Stopcast	1	52	2.17
	Strong Bone	Dualcast	16	25	1.33
	Strong Pincers	Blastcast	33	-	0.5
	Strong Whiskers	Killcast	18	99	1.25
	Sturdy Helixhorn	Tricast	3	32	0.97
	Supple Tail	Dualcast	1	28	1.39
	Thick Hide	Tricast	8	10	1.00
	Thunderoc Feather	Quadcast	0	1	7.14
	Tiny Feather	Dualcast	1	5	2.08
	Tough Shell	Dualcast	1	49	2.27
	Translucent Skin	Cursecast	20	99	0.65
	Treant Branch	Tricast	1	8	1.14
	Treant Trunk	Healcast	2	99	0.98
	Voretooth Bristles	Dualcast	1	3	3.03
	Wind-up Lord Vexxos	Limit Break	90	-	0.02
	Worn Incisor	Cursecast	33	99	0.63
	Wyvern Wing	Tricast	12	25	1.39
	Zu Beak	Limit Break	90	-	0.70

* The values in this column work linearly and are an accurate incremental representation of the duplicating process. For example, with the duplication value 1.25 for a Metal Scrap, you can multiply 1.25 by the number of duplicates that you want, then round up to the nearest integer to calculate the number of catalysts that you need to use. In other words, you get one extra copy with 2 catalysts, two extras with 3, three with 4, four with 5, five with 7, and so forth.

Practical Applications

Catalysts with a low resale value that you acquire in great quantities over the course of a playthrough can serve as basic enhancers for non-critical spells. For example, a single Metal Scrap (a common and generic treasure with a resale value of 25 Gil) is all it takes to grant any spell a Dualcast property. In other words, sacrificing the 25 gil essentially buys you a 51% chance (default 50%, plus 1% from the Metal Scrap's effect level) to cast a second spell for free. The same principle applies to Voretooth Bristles and Garula Tusks.

The Killcast added effect has a chance to immediately eliminate any creature vulnerable to the Instant Death status if successful. You can increase your chances by taking the effect level to its maximum 99 value. This is easily achievable by adding two Coeurl Whiskers to a crafting recipe, which can be farmed with ease from their owners in the southwest region of Duscae. Killcast is never guaranteed to work, however: even at level 99, the effect only translates into a 19.8% chance to succeed on a creature with no resistance (and less on others). As a rule, all bosses are immune to Instant Death, but the Killcast effect still has noteworthy applications. Many denizens of the mazes that you have to explore during the difficult "Menace Beneath Lucis" sidequest, for instance, can be killed in this manner – and the effect will apply to entire crowds if you cast tier-3 spells.



STATUS EFFECTS

Status effects are temporary conditions that have a beneficial or detrimental impact on a target, be that one of your party members or an enemy. The majority of them are straightforward in nature, affecting basic attributes or other parameters such as damage resistance. For example, an enemy might enhance its Strength to deal more damage – or inflict another effect to cripple yours, severely blunting your offensive capabilities. This is not something to fear unduly, as your party has access to a vast array of statistical boosts, protective bonuses, and unique enhancements, many of which can persist for long stretches of time, providing wide-ranging benefits.

A comprehensive grasp of status effects can enable you to ensure victory before a fight actually begins – especially with foes where the difficulty of a battle is determined primarily by their characteristic use of debuffs.

Food Effects

Status changes conferred by the consumption of meals are represented with blue icons. The more common effects, related to parameter changes, are usually incremental, denoted in-game by the "level" of the effect. For example, a level 3 Attack Boost provides +30 to Strength, equivalent to an increment of 10 per level. Effects that do not display associated levels exist in a single form.

Food effects last for variable periods of time – see page 210 for details.

Food-Induced Status Effects

ICON	NAME	EFFECT
	HP Boost	+50 Base HP per level
	Regen Boost	+25% HP Recovery Rate per level
	Attack Boost	+10 Strength per level
	Defense Boost	+10 Vitality per level
	Magic Boost	+10 Magic per level
	Spirit Boost	+10 Spirit per level
	Critical Boost	+10% Critical Rate per level
	Flameproof	+10% Fire resistance per level
	Frostproof	+10% Ice resistance per level
	Stormproof	+10% Lightning resistance per level
	EXP Boost	+10% EXP per level
	Perception Boost	+10% item drop rate per level
	Poisonproof	Immune to Poison
	Toadproof	Immune to Toad
	Death-Defying	Immune to Instant Death
	Immune	Immune to all ailments
	Resistance Boost	Immune to Fire, Ice, and Lightning damage
	Fresh	+50 Strength/Magic, +10% EXP
	Prime	+75 Strength/Magic, +50% EXP
	Braveheart	+500 Strength, Magic reduced to 0
	Magemaster	Strength reduced to 0, +500 Magic
	Last Stand	+500 Strength, +500 Magic, Max HP reduced to 10%
	Clairvoyant	Guaranteed critical hits
	Equalizer	When the attacker's level is below the defender's level, the attacker inflicts more damage according to the formula: *Bonus modifier = level difference x 2%*
	Endurance	Sprint indefinitely without using stamina
	Tech Boost	On Noctis: +100% to tech bar fill rate; on allies: +100% leveling rate and guaranteed critical hits for techniques

Other Effects

Conditional status changes that are not bestowed by meals are shown as green icons when they are beneficial (buffs) and as red icons when they are detrimental (ailments).

Many of these are analogous to food-based effects; the difference is that these do not persist between battles. Parameter changes are not bound to increments; instead, they are specific values corresponding to a particular ability or trigger, induced either by the player or the enemy.

Combat Status Effects

ICON	NAME	EFFECT
	Revitalized	Increases HP Recovery Rate
	Tenacious	Increases Strength
	Stalwart	Increases Vitality
	Enchanted	Increases Magic
	Spiritual	Increases Spirit
	Flameboost	Imbues weapons with Fire and increases Fire magic potency
	Frostboost	Imbues weapons with Ice and increases Ice magic potency
	Stormboost	Imbues weapons with Lightning and increases Lightning magic potency
	Carbuncle's Blessing	Increases Strength and Vitality
	Nimble	Triggers automatic evasion of enemy attacks
	Inspired	Negates all MP costs
	Sharp	Reveals an enemy's weaknesses
	Berserk	Increases Strength and Magic by 100%, but reduces Vitality and Spirit to zero
	Riled	+50% Strength
	Roused	+50% Vitality
	Critical	Increases Critical Rate
	Tactical	+100% to tech bar fill rate (Noctis); +100% leveling rate and guaranteed critical hits for techniques (allies)
	Danger	Party member is in critical condition; see previous section covering HP
	Down	Unable to participate in battle
	Mollified	Reduces Strength
	Compromised	Reduces Vitality
	Disenchanted	Reduces Magic
	Cursed	Reduces Spirit
	Broken (Neutralized)	Reduces Strength and Magic due to a broken body part
	Broken (Defenseless)	Reduces Vitality and Spirit due to a broken body part
	Poison	Inflicts damage over time
	Envenomed	Inflicts prolonged damage over time
	Confusion	Disoriented: Controls for Noctis are reversed, while allies attack nearby targets indiscriminately
	Toad	Transformed into a toad
	Stone	Turned into stone; removes all other statuses, and prevents all damage, but also precludes movement
	Stop	Suspended in time and immobilized
	Burnt	Inflicts Fire damage over time
	Frozen	Inflicts Ice damage over time
	Shocked	Inflicts Lightning damage over time
	Threatened	Focuses enemy attacks on a single target
	Enervated	Reduces all attributes
	Overheated	Inflicts damage over time with intense heat

Chocobos

Beneficial effects can be bestowed upon chocobos by feeding them certain foods when you camp at a haven.

Chocobo-Related Status Effects

ICON	NAME	EFFECT	SOURCE
	Chocobold	Increases chocobo stamina	Mimett Greens
	Chocoboost	Increases chocobo top speed	Curiel Greens
	Chocobounce	Increases chocobo jump distance	Reagan Greens
	Chocobest	Increases chocobo stamina, top speed, and jump distance	Sylkis Greens

COMBAT MANEUVERS

No matter how well equipped or primed you may be for a given battle, a deep understanding of all the attacks and maneuvers at your disposal can still make a world of difference. In this section, we reveal how to graduate from the button-mashing barbarity that sufficed for the early chapters of the story in favor of activating specific moves with surgical precision.

Weapons

There are many finer points related to weapon performance, governed by systems of hidden attributes that are rarely apparent in the game menus or onscreen combat dialog. Knowing the underlying parameters and more granular details concerning weapon handling can really help to improve your combat performance.

Blitz

The auto-attack feature "Blitz," which is activated by holding down ◎/Ⓑ, automatically performs a vanilla combo that culminates in a finale attack.

Greatswords and daggers offer the shortest and longest combos respectively, while Blitz combos performed with swords, polearms, and firearms are of medium length. Machinery weapons are single-shot only.

With all melee weapons, Noctis can warp to an enemy with the first hit of a combo to close the distance quickly: this is most easily achieved by holding Ⓛ towards a locked-on target. This command does not consume any MP.

The combo counter on the left side of the screen, above the tech bar, indicates the number of successive hits you have landed. Any interruption (including damage taken from an enemy) resets the counter. Allies do not contribute to the combo counter.

Finishers

If at any point you stop in the middle of a Blitz combo, even after a single attack, there is a brief window during which you may perform a Finisher – a powerful attack that can have special properties. Simply release ◎/Ⓑ, then press it again during the Finisher "window".

With most weapons, a Finisher opportunity is indicated by a clear visual cue: Noctis taking a step backward. For one-handed swords, the indicator is more difficult to spot, and triggering the Finisher will take some practice to perform consistently: instead, you need to press the button when Noctis extends his right arm outward, just as the sword begins to phase out.

Finishers

WEAPON CATEGORY	DESCRIPTION
Swords	Overhead swing or horizontal slash
Greatswords	Spin attack
Polearms	Long-range forward stab; repeatable with a second back-step trigger
Daggers	Dual horizontal slash
Firearms	Powerful shot with accompanying back-step
Shields	Overhead swing

Directional Attacks

Available for weapons with Blitz capabilities, directional attacks are triggered after the first hit of a combo by tilting Ⓛ while pressing or holding the attack button. Each weapon category has access to different directional attacks.

The table on the upper right provides all directional attack details for every applicable weapon category: directional input, visual description of the animation, and whether it can be triggered during a Blitz combo or as a Finisher.

If you learn to utilize Finishers and directional attacks in an efficient and timely manner based on situational awareness, you will have truly mastered the art of adaptive attack inputs in the midst of battle.

Directional Attacks

WEAPON CATEGORY	DIRECTION RELATIVE TO TARGET	DESCRIPTION	DURING BLITZ	AS A FINISHER
Swords	Away	Backflip attack; repeat for a second backflip followed by a warp attack forward into the enemy	✓	✓
Greatswords	Toward	Speeds up combo: replaces slow, horizontally sweeping second and third swings with a faster vertical second swing	✓	
	Away	Charged attack; hold for up to three seconds then release; Noctis flashes purple at full charge	✓	
Polearms	Toward	Upward leap (followed by diving plunge attack against small enemies)	✓	
	Sideways	Strike up to three times with sweeping blows that have more horizontal reach but deal less damage	✓	
	Away	Evasive backflip (can be repeated once) that finishes with a forward lunge attack into the enemy	✓	
Daggers	Away	Back-step followed by daggers thrown at the enemy	✓	
	Sideways	Sidestep in the corresponding direction; hold to repeat indefinitely	✓	
Firearms	Any	Dive in the corresponding direction while shooting; must be locked on to target	✓	✓
Shields	Away	Close-range, overhead shield throw directly forward that pierces through targets	✓	

Aerial Attacks

Only two weapon categories are capable of sustained aerial assaults. You can attack in the air with any Blitz-enabled weapon, but to remain airborne you must be using either a sword or polearm. In addition, you must have unlocked the Airstep Ascension ability (and, ideally, the successive nexuses down that branch of the Combat Ascension tree). This equipment restraint also applies to the Death Drop ability, which is a great way to close the distance from afar while consuming less MP than with a warp-strike. Once you learn the Osmostrike Ascension ability, aerial attacks that connect recover MP (~2.5% of your maximum MP per hit).

Blindsides

Blindsides are special attacks that occur automatically when you launch a blow from behind – specifically within a cone of 60 degrees to the rear of the enemy. Party members enjoy an additional damage multiplier of 1.5 when executing a Blindside. Consider honing your skills at roll-dodging if you wish to adopt a hit-and-run playstyle that maximizes this damage bonus – especially with a greatsword or pair of daggers.

The multiplier for Noctis's Blindside attacks with daggers increases to 1.75 and 2.0 respectively when he learns the Stalker and Super Stalker Ascension abilities.

Warp-Strikes

Warp-strikes are special attacks performed by pressing Ⓐ/Ⓨ while locked on to a target. This can be repeated multiple times in a row by holding down the button, but the maneuver takes a toll on your MP gauge: each warp costs 30 MP.

A warp-strike deals damage based on the distance between Noctis and his target: the farther the target, the more damage the command deals – and vice versa. From one edge of a standard battle zone to the opposite edge, you can easily score a 4.0 multiplier, for example. You can further improve warp-strike damage multipliers through Ascension, by learning the Warp Factor and Warp Factor II abilities, which grant 25% and 50% bonuses respectively. At short distances, the multiplier will be less than 1.0, with a minimum of 0.5 if you are warp-striking from right next to the enemy. The Point-Blank Warp-Strike Ascension ability eliminates this penalty.

Warp-strikes are primarily attack moves, with significant damage potential and stopping power. You also receive 1 AP every time you defeat a target with this move. In addition, warp-strikes can have a few creative applications. Most notably, the start-up of the warping animation makes Noctis briefly invincible. You can exploit this feature in various instances:

- ◇ As a way to fly "through" enemy attacks (particularly projectiles) without sustaining damage.
- ◇ As an aerial dodge before you learn the Airslip Ascension ability.
- ◇ As a means to maintain your combo counter.

Body Parts & Breakage

01



Weapon attacks have the ability to "break" the enemy, with the word "**BREAK**" appearing onscreen when it occurs (01). This system revolves around the fact that enemies have distinct body parts (also referred to as "appendages" in the game, though a creature's torso also counts in this respect). You can discern each distinct bodily target on an enemy by noting the appearance of a reticle; cycle through a foe's body parts with Ⓡ while you are locked on to it.

Triggering a break on a body part can lead to various, universally positive, effects (including penalties to the creature's attributes, impediments to damage mitigation specific to a body part, and unique appendage drops when applicable). The precise result depends on the enemy in question, as documented in each monster's Notes in our Bestiary chapter.

Here are the key principles governing how the system works:

- ◇ Whatever body part of an enemy you target, the damage you deal is depleted from the creature's overall HP total. Body parts do not have individual HP allocations.

- ◇ On the other hand, each body part has a separate, hidden durability parameter. The durability of a body part is defined as a percentage of the enemy's Max HP.

- ◇ The majority of attacks in the game deal an equal amount of **damage** (HP depletion) and "**breakage**" (durability depletion). However, the two concepts are distinct from each other. Certain weapons have properties that enable them to inflict more breakage than they deal damage.

- ◇ Break can occur once you have inflicted sufficient breakage by reducing the durability of a body part to 0. Break status frequently induces parameter changes, such as lowered Strength or Vitality. Consult our Bestiary chapter entries to learn about break effects achievable against specific enemies.

- ◇ Even if a body part's durability is reduced to 0, it will not be automatically broken. Only break-capable attacks will induce the break status. You can find the list of all break-capable attacks in the dedicated table below. Note that you must use a weapon of some kind; spells are not break-capable.

- ◇ Destroying a body part reduces one of the target's attributes (either Vitality or Strength) by a certain percentage. Knowing what stat each appendage is tied to can prove immensely useful when facing dangerous enemies. If a creature inflicts massive damage, for example, lowering its Strength by 30% can greatly increase your chances of survival. Conversely, reducing the Vitality of an opponent that soaks up damage can help to shorten the battle.

- ◇ Certain weapons and a few specific individual attacks in specific weapons, categories, grant breakage bonuses (see tables below). The Hardedge greatsword, for example, will inflict 80% extra breakage with every blow (in other words, 1.8 times more breakage than damage).

- ◇ As an illustration of the above principles: consider the lowly Sabertusk, an enemy with a single targetable area (the body). Its durability is equal to 60% of its Max HP of 1,200. This means that with most attacks, the enemy will break once 720 points of damage/breakage have been dealt (assuming that you deal a break-capable blow). If you instead perform a suitable attack that deals only 400 damage, but carries a x1.8 breakage modifier (for example, by wielding a Hardedge), you would still break the enemy because you have depleted the enemy's durability (400 x 1.8 = 720).

- ◇ Last but not least, don't quixotically target a body part if an enemy's behavior makes it consistently difficult to reach. Though break bonuses can be useful, try not to pursue them at the expense of staccato attack patterns that will ultimately extend the duration of a fight.

Break-Capable Attacks

WEAPON CATEGORY	BREAK-CAPABLE ATTACKS
All	Blitz finales; Finishers; warp-strikes; parries
Greatswords	Blitz initial hit; Blitz stab; charged attack; aerial attack
Polearms	Aerial attack
Machinery	Charged attack

Break Power Bonuses: Weapons

WEAPON CATEGORY	WEAPON NAME	BREAKAGE BONUS
Greatswords	**Hardedge**	x1.8
Polearms	**Rapier Lance**	x1.8
Firearms	**Handgun**	x1.8
	Quicksilver	x1.8
	Cerberus	x10.0

Break Power Bonuses: Attacks

WEAPON CATEGORY	ATTACK TYPE	BREAKAGE BONUS
Greatswords	**Blitz initial**	x1.1
	Blitz stab	x1.1
	Blitz finale	x1.3
Polearms	**Aerial attack**	x1.1
	Aerial dive attack	x1.5
Machinery	**Circular Saw**	x1.5
	Drillbreaker	x1.3

Attack Damage Modifiers

ATTACK TYPE							
Standard*	1.0	1.6-1.92	1.1	0.75	1.0	1.2	1.3
Weak attacks**	-	0.8-1.28	0.77	0.45-0.6	-	-	-
Strong attacks***	-	2.4	1.32	-	-	-	-
Blitz finales	1.3	2.08	1.43	0.9	1.0	1.56	1.3
Finishers	1.5	0.8 + 1.92	1.65	0.9	1.5	1.8	-
Counterattacks	1.2	2.88	1.1	0.75	1.0	1.56	1.95
Aerials	1.0	1.6	0.77	0.6	1.0	1.2-1.8	1.3
Warp-strikes	1.0	1.28	0.88	0.56	1.0	0.6	-
Parries	5.0	6.4	4.4	3.0	1.3	4.8	5.2
Link-strikes	3.0	4.8	3.3	2.25	3.0	3.6	3.9

* "Standard" refers to mid-string single-hit attacks during Blitz combos. It also applies to any attack type that we have previously described, but not specifically categorized in the table.
** Weak attacks include the dagger throw during the corresponding directional attack, and multi-hit attacks in the middle of Blitz combos.
*** "Strong attacks" refers to the greatsword charged attack (base modifier value) and aerial dive attacks.

Attack Damage Modifiers

For every attack performed, there is a hidden damage modifier value specific to both the category of weapon, and the specific type of attack used. Consider a regular sword attack to be the standard as a basis of comparison. The full table of damage modifier values is shown above. Some attack types have slight variability, so we have presented those values as a range for the sake of accessibility.

Intermission

We have now presented the complete mechanics of every attack performed with standard weaponry, with the exception of Royal Arms. To review, here is a quick summary of all concepts related to weapon attacks up to this point.

◇ Standard weapon attacks performed during Blitz combos may have variations triggered by manually stopping the combo (Finisher), or by specifying a direction with Ⓛ (directional attacks).

◇ Swords and polearms are capable of performing sustained aerial combos. Aerial attacks can also restore MP with the Osmostrike ability unlocked through Ascension development.

◇ Damage multiplier bonuses may apply in the following situations: charged attacks, blindsides, and warp-strikes.

◇ All weapon attacks inflict both damage (reducing the target's HP total) and breakage (reducing the durability of enemy body parts/appendages). Certain attacks and weapons have breakage bonuses. Only a certain subset of attacks can actually induce the break status; these are referred to as "break-capable".

◇ Each attack has a specific damage modifier that acts on top of basic combat parameters in the final damage calculation.

Now that you are intimately familiar with attack properties relevant to regular weapons, it will be much easier to understand the mechanical details of Royal Arms – many of which have characteristics that defy standard weapon categorization.

Royal Arms

Here are the most notable differences between standard weapons and Royal Arms:

◇ When you begin a Blitz combo with Royal Arms, Noctis usually has much greater forward momentum at longer distances from a target. These initial strikes also tend to be slightly stronger than those of regular weapon types.

◇ Royal Arms do not perform Finishers. Directional attacks are possible in some cases during Blitz combos.

◇ Airstep attacks are not possible with Royal Arms. These maneuvers remain exclusive to standard swords and polearms. Additionally, no aerial MP recovery takes place when you attack with Royal Arms.

◇ Royal Arms are considered an "absolute" damage property. With only very few exceptions, no enemies are strong or weak to them, regardless of form; in other words, almost every opponent has a set 100% damage susceptibility to all Royal Arms. When facing foes with high resistances to all standard damage types, this makes Royal Arms incredibly powerful.

◇ Any boost to Strength that you can secure is more beneficial with most Royal Arms, because it is effectively counted twice for the purposes of damage calculation (see page 293). The Bow of the Clever and Scepter of the Pious are the two exceptions; they gain damage boosts from bonuses to Magic.

◇ To counterbalance the generally high Attack stats of Royal Arms, as well as the secondary Strength or Magic bonus to offensive output, attack damage modifiers tend to be lower overall when compared with those of standard weapons, as shown in the following table:

Royal Arms: Attack Damage Modifiers

ATTACK TYPE	MULTIPLIER
Standard*	0.7
Strong attacks**	0.84-1.05
Blitz finales	1.4
Aerials	0.7
Parries	2.8
Link-strikes	2.1

* "Standard" refers to mid-string single-hit attacks during Blitz combos. It also applies to any attack type that we have previously described, but not specifically categorized in the table.
** In this table, "strong attacks" refers instead to opening attacks of Blitz combos and counterattacks.

◇ Finally, and perhaps most importantly: Royal Arms deplete a percentage of your Max HP with every attack that successfully deals damage (except parries). The effect ranges from 2-4% with most standard attacks, but the loss can be much more significant with warp-strikes. The HP reduction is actually proportional to the damage modifier of an attack, as a percentage of Max HP; the stronger the attack, the higher the HP "cost". In short, always keep a careful watch on your HP when using these powerful weapons.

With these basics established, we can delve more deeply into the distinct characteristics of individual weapons, and any exceptions to the points made above.

Sword of the Wise (Attack: 194)



- Handles similarly to a regular sword
- Performs a two-hit warp-strike with a delayed second hit (damage modifier/HP cost: 0.84/12% + 0.42/6%)
- Unlike almost all other weapons, the initial hit of a Blitz combo is the strongest (damage modifier: 1.4), not the finale (damage modifier: 0.7); in combination with its excellent distance-closing properties, this is one of the best moves in the game, and makes for a great weapon to use with hit-and-run tactics
- Enables a backflip as a backward directional attack

Blade of the Mystic (Attack: 396)



- Handles like a combo-friendly greatsword; while the initial Blitz hit is slow, subsequent attacks are performed in quick succession
- Performs a unique warp-strike that begins with Noctis firing three arcing projectiles toward the enemy while standing in place, before warping forward to deliver a physical attack (damage modifier: 0.35 for each projectile as well as the physical attack; HP cost is 15% for the physical attack only)
- Pause at any time during a Blitz combo to trigger a unique Tenacious self-buff that increases Noctis's Strength by 100 for 10 seconds. This is repeatable but does not stack with any existing Tenacious effect

Trident of the Oracle (Attack: 388)



- Handles similarly to a polearm
- Creates an afterimage of Noctis after each attack that persists briefly and performs up to three additional attacks at that location (damage modifier: 0.42 each)
- Performs an aerial diving warp-strike consisting of up to three hits (damage modifier/HP cost: 0.49/14% + 0.7/3% + 1.4/24%), with follow-up afterimage attacks (damage modifier: 0.49 per hit)
- Enables an evasive leap, followed by an aerial dive attack as a sideways or backward directional attack; this dive attack has a x1.5 bonus to breakage

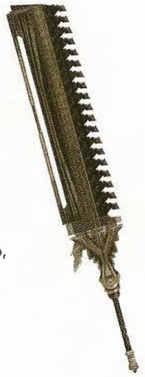
Scepter of the Pious (Attack: 237, Magic: +150)



- This weapon uses the Magic stat in damage calculation
- Performs a two-hit aerial warp-strike (damage modifier/HP cost: 0.49/7% + 0.63/13.5%)
- Unique weapon that assumes different forms based on directional input

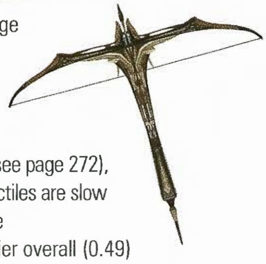
ATTACK TYPE	WEAPON FORM
Blitz initial hit	Trident of the Oracle
Non-directional Blitz combo	Sword of the Wise
Forward directional Blitz combo	Sword of the Tall (finale: Axe of the Conqueror)
Sideways directional Blitz combo	Blade of the Mystic (no self-buff)
Backward directional Blitz combo	Trident of the Oracle

Sword of the Tall (Attack: 518)



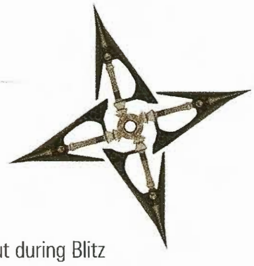
- Handles similarly to a greatsword
- Features a unique serrated blade that deals multiple hits with every attack; later hits deal higher damage (damage modifier range: 0.07-0.14)
- Performs a warp-strike capable of dealing more than 10 hits (damage modifier/HP cost: 0.07/1%, 0.21/3% with the last hit)
- Has a breakage multiplier of 0.50 applied to all attacks, except for warp-strikes

Bow of the Clever (Attack: 203, Magic: +80)



- This weapon uses the Magic stat in damage calculation
- Handles similarly to a firearm, while offering the mobility of daggers
- Regular attacks have a maximum range of 80 feet and are subject to a range modifier (see page 272), but you should note that this weapon's projectiles are slow and can therefore easily miss from a distance
- Most attacks have a lower damage modifier overall (0.49) but can pierce enemies (hitting multiple lined-up targets or different body parts of large foes)
- Deals bonus damage to enemies in the vulnerable condition
- Performs a special warp-strike that stops in front of the enemy to shoot three arrows rapidly at close range (damage modifier/HP cost: 0.35/5% x 3)

Star of the Rogue (Attack: 177)



- Handles like a long-range pair of daggers
- Performs a multi-hit warp-strike that ends with a backward evasive flip (damage modifier/HP cost: 0.32/4.5% for the first hit, 0.14/3% for subsequent hits)
- Enables aerial attacks with directional input during Blitz
- Standard attacks can pierce enemies (hitting multiple lined-up targets or different body parts of large foes)
- Maximum range: 130 feet for regular attacks, 65 feet for warp-strikes

Mace of the Fierce (Attack: 334)



- Handles similarly to a greatsword
- Features extremely slow and linear attacks that have poor tracking against agile enemies, but all attacks are break-capable
- Performs a slow two-hit warp-strike (damage modifier/HP cost: 0.28/8% + 0.49/14%)
- All other attacks have a damage modifier of only 0.7, including parries, but feature huge breakage multipliers; see the table below
- Obviously, this weapon focuses on breaking the enemy with well-timed attacks rather than raw power

ATTACK TYPE	BREAKAGE MULTIPLIER
Standard	2.0
Blitz initial hit	2.5
Blitz finale	2.5
Aerial	2.5
Parry	3.0
Warp-strike (2 hits)	2.0 + 3.0



Swords of the Wanderer (Attack: 153)

- ◇ Handles similarly to daggers when the weapon is dual-wielded during a Blitz combo, with weaker mid-Blitz attacks overall (damage modifier: 0.56)
- ◇ Performs a multi-hit warp-strike (damage modifier/HP cost: 0.28/4% per hit, but 0.63/9% with the last hit)
- ◇ Provides slower, more focused hits in combined form as a forward directional attack
- ◇ Enables an evasive leap, followed by an aerial dive attack as a sideways or backward directional attack



Shield of the Just (Attack: 251, Strength: -100)

- ◇ Handles almost exactly like a regular shield, including the warp-strike (damage modifier/HP cost: 0.49/7%)
- ◇ Holding □/✕ enables Noctis to enter a defensive stance similar to cover status, with the same bonus HP regeneration, but also draining MP. Given the Strength and MP penalties of this weapon to begin with, it may be most useful as a healing tool for players who don't use much MP

Sword of the Father (Attack: 141, Strength: +100)



- ◇ Handles similarly to Sword of the Wise, but with unique attack animations, including a three-hit warp-strike (damage modifier/HP cost: 0.42/6%) that features follow-up afterimage attacks (damage modifier: 0.21 per hit)
- ◇ Enables a unique Tenacious self-buff by performing a Blitz finale, which increases Noctis's Strength by 200 for 5 seconds; this is repeatable, but does not stack with any existing Tenacious effect



Axe of the Conqueror (Attack: 483, Strength: +60)

- ◇ Handles similarly to a greatsword
- ◇ Performs an aerial, diving warp-strike (damage modifier/HP cost: 1.4 /42%)
- ◇ Performs slow and powerful but fairly linear attacks
- ◇ Enables an aerial diving attack as a forward directional attack



Katana of the Warrior (Attack: 361)

- ◇ Handles similarly to a sword, but with extended range and much faster Blitz combos after the initial hit
- ◇ Performs a delayed, single-hit warp-strike (damage modifier/HP cost: 0.49/10.5%); successive warp-strikes can be chained extremely quickly

Armiger

Armiger is represented by a circular gauge that surrounds Noctis's Primary Arms display. Gauge growth occurs only during combat, but persists between battles. The gauge consists of 40,000 points, which you can accumulate with the following methods:

- ◇ All weapons and attack types add to the gauge, even Royal Arms. Generally, expect to gain 100-800 points for most attacks whenever you deal damage, with stronger attacks providing more points.
- ◇ Warp-strikes with standard weapons (not Royal Arms) provide only 100 points (0.25% of the gauge), making them a poor choice for Armiger accumulation.
- ◇ Standout methods of accumulation with standard weapons include greatsword charged attacks and counterattacks, as well as blinks with shields; each of these maneuvers rewards 1,600 points.
- ◇ Phasing is by far the most efficient form of accumulation; each successful phase contributes 2,000 points to the gauge (5% of the total). You can exploit this by phasing multiple attacks consecutively, such as a barrage of rifle shots from imperial soldiers. This can help you to fill your Armiger bar very quickly. Ideally, blink instead of phasing continuously to reduce the attendant MP cost. Note that this trick does not apply to shield blocks or other defensive moves.

Once the gauge has been filled, you can trigger Armiger by pressing L1 + R1/ LB + RB. When you do this, the gauge will deplete until it is empty or until combat status ends. By default, it takes 10 seconds to fully deplete the gauge. If Noctis enters Danger status during an Armiger assault, the mode ends immediately – though you will keep the remaining gauge "charge".

In Armiger mode, Noctis will enjoy the benefits of greatly increased attack speed and power. He will also occasionally dodge projectiles automatically, without requiring any player input, and is much less likely to be knocked down or to experience knockback effects against strong attacks. Finally, all attacks during Armiger have a bonus multiplier of 1.5 to breakage, and are break-capable.

All of your acquired Royal Arms are summoned by Noctis during Armiger. While Noctis cycles through the weapons to perform relentless attacks, the weapons themselves automatically home in on the target to deal additional damage.

ROYAL ARMS VARIANT	DAMAGE MODIFIER: NOCTIS	DAMAGE MODIFIER: AUTOMATED
Sword of the Wise	1.2	0.3
Axe of the Conqueror	1.3	0.3
Bow of the Clever	1.5	0.35
Swords of the Wanderer	1.4	0.35
Blade of the Mystic	1.5	0.4
Star of the Rogue	0.4*	0.4
Sword of the Tall	0.5*	0.45
Shield of the Just	1.2	0.45
Mace of the Fierce	1.6	0.5
Scepter of the Pious	1.7	0.5
Trident of the Oracle	1.8	0.6
Katana of the Warrior	1.9	0.6
Sword of the Father	2.0	0.7

* Capable of multiple hits

Armiger and its related Ascension nodes are not accessible until you obtain the Swords of the Wanderer during Chapter 03. Armiger-related abilities improve its frequency and duration in the following ways:

- ◇ **Armiger Harvester:** Boost bar gain by 30%
- ◇ **Iron Armiger:** Reduce bar depletion by 30% (essentially adding ~4.3 seconds to Armiger duration)

Weapon Attacks

Gladio, Ignis, and Prompto can each equip two weapon types. In general, you can expect that regular weapon attacks by allies, with parameters and choice of weapon being equal, will deal roughly half the damage that Noctis can in an equivalent situation.

Ally Weapons: Overview

CHARACTER	PRIMARY WEAPON	SECONDARY WEAPON
Gladiolus	Greatsword	Shield
Ignis	Dagger	Polearm
Prompto	Firearm	Machinery

Conditional Abilities

Conditional abilities are actions that your allies can perform automatically in specific circumstances. These conditions are usually related to the user's HP or in response to Noctis attacking or being attacked. You can unlock all of these abilities at the Ascension screen (see page 296).

Furthermore, all allies may perform **Deathblows** after you unlock the requisite node in Ascension. This weapon-independent ability enables them to perform powerful attacks against enemies in Vulnerable status, featuring a damage modifier of x2.5, upgradable to x3.5 with the Ultimate Deathblow Ascension ability.

Conditional Abilities: Gladiolus

NAME			DESCRIPTION
Reflex	✓		Perform a disruptive counterattack. Damage modifier: x2
Engage	✓		Perform a powerful preemptive strike. Damage modifier: x2
Intercept		✓	Guard Noctis when HP is high
Antagonize	✓	✓	Perform a disruptive kick when Noctis is defending. Damage modifier: x1.5 (x2.5 with Acute Antagonism)

Conditional Abilities: Ignis

NAME			DESCRIPTION
Analyze	✓	✓	Automatically scan for enemy weaknesses; see page 271 for details
Venom Fang	✓	✓	When Noctis is attacking an enemy with a Blitz combo, inflict Poison on the target for 60 seconds. Damage modifier: x1 (x1.5 with Virulent Venom)
Lancet	✓		Perform a counterattack and drain an enemy's HP equal to damage dealt when own HP is low. Damage modifier: x2.5
Regenerate		✓	Heal an ally with a hidden item when HP is high

Conditional Abilities: Prompto

NAME			DESCRIPTION
First Shot	✓		Perform a preemptive strike that adds one segment to the tech bar. Damage modifier: x1.5
Scintilla	✓		Perform a counterattack and inflict Stop when HP is low. Damage modifier: x2.0
Ballistic	✓		Unleash critical damage on an area when HP is high. Damage modifier: x0.4 per hit
Shock Drop		✓	Inflicts Shocked for 3 seconds on an enemy Noctis is attacking in mid-air. Damage modifier: x2 (x4 with Sharp Shock)

Techniques

Techniques are advanced ally actions that are activated by holding L1/LB and pressing ✥. Each ally is "mapped" to a direction on ✥: Ignis to ✥, Prompto to ✥, Gladiolus to ✥, and occasional guests to ✥. As guest party members play a part in a mere fraction of the total play time, we will focus exclusively on details for your permanent allies in this section.

Technique usage is governed by the tech bar – the green gauge that appears above Noctis's weapons display. The tech bar fills slowly but persistently during battles (and by one full segment when certain conditional abilities are triggered – see previous section), up to a maximum of three segments. Each deployed technique consumes a certain number of segments. As the bar does not carry over between battles, there is no point in conserving this resource; you should spend it liberally whenever it might provide an advantage.

By default, your allies only have access to one technique each, but can acquire additional specialties via their Ascension trees – though only one can be equipped at a time. Like conditional abilities, techniques can be bound to specific weapon types.

Certain techniques give Noctis a follow-up opportunity: if you press the attack button while the corresponding prompt appears on-screen, Noctis will land an extra blow on his ally's target.

Every time you activate a technique, its level bar fills by an increment. When you reach the number of activations required, the technique levels up, which results in an increase of its critical rate.

For Noctis, eating a favorite food speeds up the fill rate of the tech bar by 100%. For an ally, a favorite food doubles the leveling rate for any of their techniques that you use (in other words, each activation counts for two), and also guarantees critical hits. Favorite foods are indicated in-game by a character sprite that depicts the party member who will receive a boost. See page 211 for a complete list of favorite foods.

Techniques: Gladiolus

NAME			SEGMENTS	DESCRIPTION		LV.1	LV.2	LV.3	LV.4	LV.5	LV.6	LV.7	LV.8	LV.9	LV.10
Tempest	✓		1	◆ Sweeping attack with a greatsword (default technique). ◆ Damage modifier: 0.4 + 2.0 finisher (0.4 + 4.0 when critical). ◆ Possible follow-up by Noctis; damage modifier: 1.0.	Activations Required to Level Up	0	2	3	4	5	6	7	8	-	-
					Critical Rate (%)	0	3	6	9	12	15	18	24	-	-
Dawnhammer	✓		2	◆ Greatsword attack on a single enemy that can break body parts, with possible follow-up attack by Noctis. ◆ Damage modifier: 5.5 (11.0 if critical) (breakage x2.5).	Activations Required to Level Up	0	2	3	4	5	6	7	8	9	-
					Critical Rate (%)	0	4	8	12	24	28	32	36	40	-
Cyclone		✓	2	◆ Deals damage to nearby enemies with a shield shockwave. ◆ Damage modifier: 2.0 + 0.3 shockwave (4.0 + 0.6 for critical).	Activations Required to Level Up	0	2	3	4	5	6	-	-	-	-
					Critical Rate (%)	0	2	5	9	14	20	-	-	-	-
Royal Guard		✓	1	◆ Guards Noctis with a shield. Enables breakout attack from cover. ◆ Possible follow-up by Noctis; damage modifier: 4.0 (breakage x3).	Activations Required to Level Up	0	2	3	4	5	-	-	-	-	-
					Critical Rate (%)	0	20	40	60	100	-	-	-	-	-
Impulse	✓		3	◆ Frontal, sweeping greatsword attack that can break body parts. ◆ Damage modifier: 8.0 (16.0 for critical) (breakage x2.5).	Activations Required to Level Up	0	100	-	-	-	-	-	-	-	-
					Critical Rate (%)	0	25	-	-	-	-	-	-	-	-

Techniques: Ignis*

NAME			SEGMENTS	DESCRIPTION		LV.1	LV.2	LV.3	LV.4	LV.5	LV.6	LV.7	LV.8	LV.9	LV.10
Mark	✓		1	◆ Sets up Noctis to warp-strike multiple enemies in succession with a dagger (default technique). ◆ Damage modifier: 0.7 (1.4 critical). ◆ Possible follow-up by Noctis; damage modifier: 1.0 + 3.0 (first hit 2.0 when critical).	Activations Required to Level Up	0	2	3	4	5	6	7	-	-	-
					Critical Rate (%)	0	4	8	12	24	28	32	-	-	-
Overwhelm	✓	✓	2	◆ Concentrates all of the party's attacks on a single foe at a time. Noctis performs standard attacks with his currently equipped weapon, while his allies perform Deathblow attacks.	Activations Required to Level Up	0	2	3	4	5	6	7	8	-	-
					Critical Rate (%)	10	15	20	25	30	35	40	50	-	-
Regroup	✓	✓	2	◆ Brings all allies together in stalwart defense. Rescues from Danger and restores HP quickly.	Activations Required to Level Up	0	2	3	4	5	6	7	8	-	-
					Critical Rate (%)	10	15	20	25	30	35	40	50	-	-
Enhancement	✓	✓	1	◆ Imbues Noctis's weapon with the element (Fire, Ice, or Lightning) that is the weakness of the current target, for 60 seconds; also boosts inherent damage of that element from weapons and elemancy. ◆ Elemental damage +70 (+100 if critical).	Activations Required to Level Up	0	2	3	4	5	6	-	-	-	-
					Critical Rate (%)	0	8	17	27	38	50	-	-	-	-
Sagefire	✓		3	◆ Devastating Fire attack with a dagger that can break body parts. ◆ Explosion damage modifier: 4.0 (8.0 if critical). ◆ Knife throw explosion damage modifier: 2.0 (4.0 if critical). ◆ Burnt for 10 seconds (20 if critical).	Activations Required to Level Up	0	100	-	-	-	-	-	-	-	-
					Critical Rate (%)	0	25	-	-	-	-	-	-	-	-

* Ignis's Libra Elementia technique is automatically unlocked during Chapter 10. It cannot be leveled up. Damage modifier: 1.5. Possible follow-up by Noctis; damage modifier: 1.0

Techniques: Prompto

NAME			SEGMENTS	DESCRIPTION		LV.1	LV.2	LV.3	LV.4	LV.5	LV.6	LV.7	LV.8	LV.9	LV.10
Piercer	✓		1	◆ Piercing firearm shot that can hit multiple enemies in a line (default technique). Reduces enemy defense and can break body parts. ◆ Damage modifier: 3.5 (7.0 if critical) (breakage x3), Vitality -100 (-150 if critical) (20 seconds). ◆ Possible follow-up by Noctis; damage modifier: 1.0.	Activations Required to Level Up	0	2	3	4	5	6	7	8	9	10
					Critical Rate (%)	50	55	60	65	75	80	85	90	95	99
Starshell	✓		2	◆ Draws enemy attention with a firearm for 20 seconds. ◆ Inflicts the Enervated status to Daemons, reducing their attributes. ◆ Light-elemental.	Activations Required to Level Up	0	4	12	-	-	-	-	-	-	-
					Critical Rate (%)	20	50	80	-	-	-	-	-	-	-
Recoil		✓	2	◆ Machinery attack on a single enemy. Can break body parts. Damage modifier: 8.0 (16.0 if critical). ◆ Damage modifier: 8.0 (16.0 if critical) (x2.5 breakage), Burnt (10 seconds). ◆ Possible follow-up by Noctis; damage modifier: 1.0.	Activations Required to Level Up	0	2	3	4	5	-	-	-	-	-
					Critical Rate (%)	10	12	14	16	20	-	-	-	-	-
Gravisphere		✓	1	◆ Draws enemies in an area closer together with machinery.	Activations Required to Level Up	0	2	3	4	5	-	-	-	-	-
					Critical Rate (%)	10	12	14	16	20	-	-	-	-	-
Snapshot	✓	✓	1	◆ Takes photos in battle. Up to five can be saved.	Activations Required to Level Up	0	5	5	5	5	5	5	10	10	50
					Critical Rate (%)	20	25	30	35	40	45	50	60	70	100
Trigger-Happy	✓		3	◆ Area-of-effect firearm attack that can break body parts. ◆ Damage modifier: 0.5 per bullet, 8.0 finale (x1.5 breakage)	Activations Required to Level Up	0	100	-	-	-	-	-	-	-	-
					Critical Rate (%)	0	25	-	-	-	-	-	-	-	-

Link-Strikes

Noctis is able to perform link-strikes with any ally when he is equipped with a sword, greatsword, or polearm.

When an ally is within range and Noctis performs either a Blindside blow or a parry counterattack, there is a chance to trigger a link-strike. If multiple allies are available for a link-strike, one is chosen at random.

All link-strikes have a damage multiplier of 3.0, scaling with the Attack stats of the party members taking part.

Healing and Recovery

Each of your allies is capable of learning three tiers of "First Aid" abilities that provide temporary reprieves from damage sustained in battle when their HP is low. Higher tiers restore more HP and grant temporary boosts to defensive parameters. In Ascension, you need to unlock each of these abilities individually for each of your party members.

- **First Aid** restores 20% of Max HP.
- **Advanced First Aid** restores 40% of Max HP and boosts Vitality by 200 for 15 seconds.
- **Expert First Aid** restores 60% of Max HP and boosts Vitality and Spirit by 200 for 15 seconds.

The party also has access to Ascension abilities that provide temporary parameter boosts for rescuing allies from Danger status. Healing items being plentiful and easy to use, however, we consider these Ascension abilities to be of low priority.

- **Savior's Fortitude** boosts an ally's Vitality by 200 for 30 seconds when he is taken out of Danger.
- **Savior's Vengeance** boosts an ally's critical hit rate by 20% for 30 seconds when he is taken out of Danger.
- **Savior's Force** boosts an ally's Strength by 200 for 30 seconds when he is taken out of Danger.
- **Comeback** fully restores an ally's HP when he is taken out of Danger.

Armiger Chain

During Armiger (see page 287), you can trigger a special group attack known as Armiger Chain: simply press L1 + R1 / LB + RB again. This empties the remainder of the circular Armiger gauge immediately.

There are spatial restrictions to using Armiger Chain. If there is an environmental obstacle preventing usage, the button prompt will be grayed out and you will get an audio cue signaling an invalid input when you attempt to activate it.

Note that Armiger Chain and its related Ascension nexuses are unavailable until you acquire the Blade of the Mystic. This is due to the fact that each party member actually equips one of the first four mandatory Royal Arms as part of the attack:

- **Prompto:** Sword of the Wise (damage modifier of 1.5).
- **Gladiolus:** Axe of the Conqueror (damage modifier of 1.4).
- **Ignis:** Swords of the Wanderer (damage modifier of 1.2).
- **Noctis:** Blade of the Mystic (damage modifier of 1.8).

Noctis can learn additional bonuses from Armiger Chain usage through Ascension:

- **Armiger Warchain** boosts Armiger Chain damage by 50%.
- **Armiger-Chain Reaction** rewards you with 1 AP every time you use Armiger Chain.
- **Armiger Sagechain** doubles the amount of EXP gained by defeating an enemy with Armiger Chain.
- **Armiger Freechain** eliminates MP consumption for 60 seconds after using Armiger Chain.

Even if Armiger Chain does not appeal to you as an offensive option, the Armiger Freechain ability has great strategic potential. Given the nature of MP as a premium resource, and the fact that many powerful abilities are tied to its rapid consumption, a 60-second window of uninhibited magic use presents an opportunity to unleash an extremely powerful torrent of attacks after the expiration of Armiger – including warp-strikes and Airstep combos.



Summons

Once you have obtained the mark of an Astral by surviving its trial, it can assist you in battle when specific requirements are met. These conditions depend on both the party's current condition and environmental factors, as detailed in the table below.

To unleash a summon's special attack, hold L2/LT for several seconds when the corresponding prompt appears on your screen; you will also notice that the screen turns red with heartbeat sound effects played in the background.

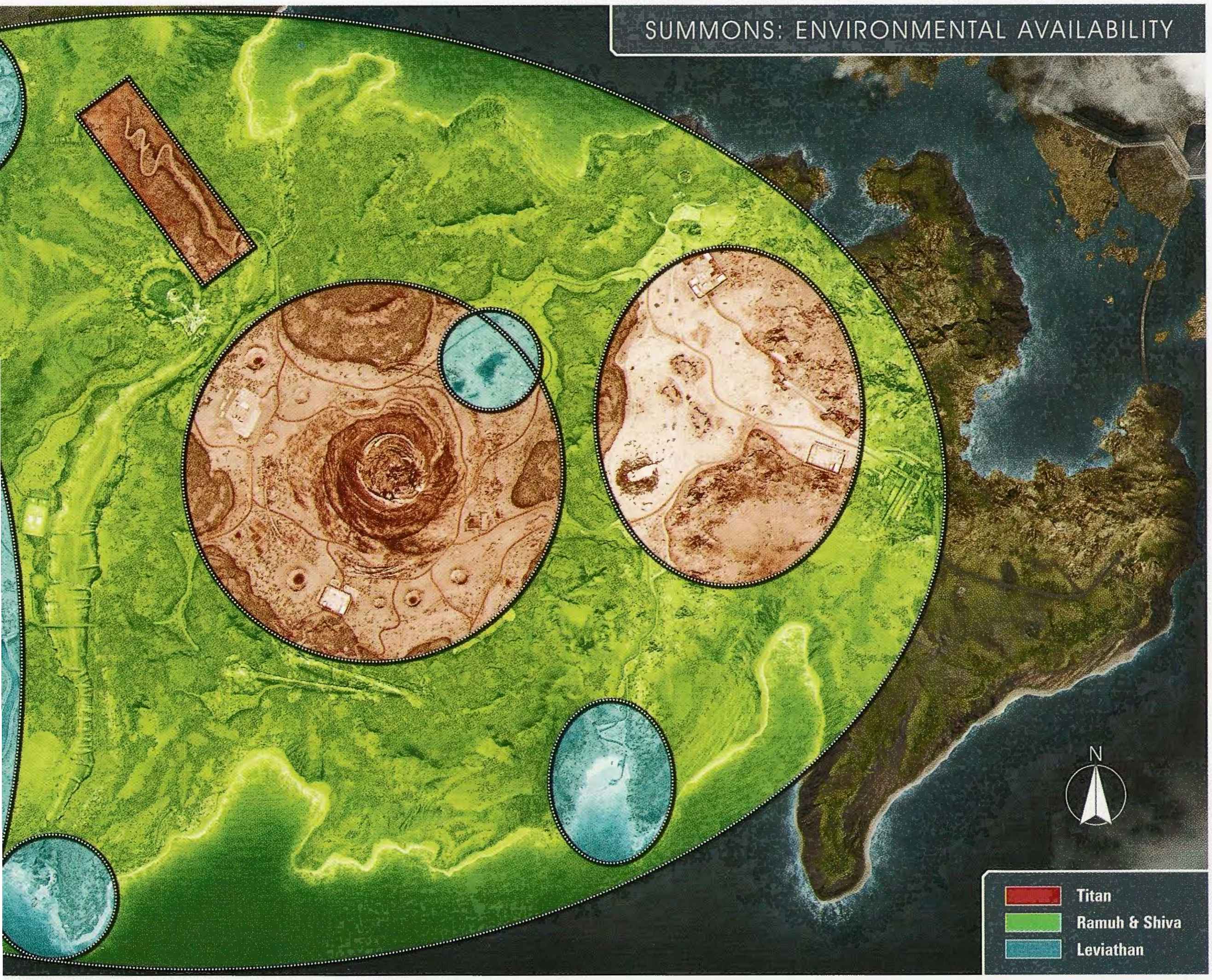
All Astral attacks are extremely powerful and have wide area-of-effect properties, hitting all enemies on the battlefield. This does not necessarily mean that you should call for an Astral each and every time you are offered the opportunity, however. Indeed, these powerful deities will only volunteer their support on a semi-regular basis, and only once per battle (with the exception of very specific set-piece boss encounters).

In practical terms, the game performs a summon probability check every 10 seconds during battles. If both party conditions and environmental requirements are met, the summon prompt appears on your screen. If you accept it by holding L2/LT, the Astral comes to your aid – but a hidden cooldown is also triggered, preventing you from calling another summon for a while.

This is why it makes sense to save summoning opportunities for fights that really matter, such as boss battles or difficult hunts. Wasting a deity attack on a horde of Voretooths or Mesmenirs will provide a spectacle, granted, but this is something you may regret if you face a more serious threat shortly afterwards.

Summons Overview

NAME	RECRUITMENT	PARTY CONDITION FACTOR	ENVIRONMENTAL FACTOR
Titan	End of Chapter 04	The more of your allies that fall in battle, the higher the chances that Titan will help you.	Titan will assist you in wide, open-air locations. On flat terrain, he will punch the ground; in other areas, he will throw a rock at your targets.
Ramuh	Chapter 05	The longer your party is involved in a battle, the higher the chances that Ramuh will help you.	Ramuh is potentially available in any area, including interior sections such as dungeons.
Leviathan	End of Chapter 09	Leviathan can only manifest herself when Noctis is in Danger status. The longer he remains in this state, the higher the chances that she will offer her assistance.	Leviathan will assist you in locations that are reasonably close to large bodies of water, such as major lakes and areas near to the coast.
Shiva	End of Chapter 12	Shiva's tendency to assist you is a combination of the summon probabilities of the other Astrals.	Shiva is available in any sizable area, appearing in both open-air and interior sections if there is sufficient clearance.
Bahamut	Chapter 14	Bahamut appears exclusively during a boss battle in Chapter 14.	



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Defense

Compared to offensive maneuvers, your defensive options are relatively simple in mechanical terms. Below, we highlight the important details for each one.

- **Phase:** Noctis performs automatic evasion of enemy attacks by phasing, which costs a maximum of 15 MP; the shorter the duration of the button press, the lower the resource use. The MP expenditure of this move can be reduced by unlocking the Light Phase and Ultralight Phase Ascension nexuses.

- **Parry:** A successful parry prevents all damage, restores some MP for most weapon types, and produces a devastating counterattack. Less obvious is the result of a failed parry, where you respond to the initial block prompt but fail to meet the tight time window for the secondary ◎/Ⓑ indicator. A failed parry will either result in no penalty, making it equivalent to a phase, or a partial reprieve: Noctis will sustain damage, but the total will be significantly lower than with a missed block prompt.

- **Roll-Dodge:** The roll-dodge move is performed by holding a direction with Ⓛ and pressing □/Ⓧ. This staple maneuver costs no MP, relieves the threat of a direct frontal assault on Noctis, and is also capable of setting up Blindsides. Additionally, roll-dodging is an excellent recovery tool for when Noctis is knocked down or flung into the air; roll-dodging can be used to cut the recovery animation short and immediately restore your offensive momentum.

- **Cover:** When Noctis takes cover against a large object or wall, he enjoys increased recovery rates for HP (4% per second) and MP (12% per second), later boosted to 14% HP and 22% MP per second once you unlock the Rapid Regen node on his Ascension tree. These recovery rates also apply when Noctis is hanging from an aerial warp point. Not every battlefield has cover points, but you can manually trigger cover-based benefits at any time by blocking with the Shield of the Just (available from the Tomb of the Just from Chapter 03), or by employing Gladio's Royal Guard technique.

- **Blinking:** You can nullify the MP cost of phasing by performing a Blink, which is a successful phase performed within 0.16 seconds of a connecting enemy attack. The Blink Boost Ascension ability improves this maneuver by replenishing 5 MP with each successful execution.

- **Impervious:** The Impervious Ascension ability enables Noctis to negate damage after the fact, acting as a failsafe for an unsuccessful Blink or a missed phasing/parrying opportunity. Simply press the guard button immediately after being hit.

- **Warp Out:** This is a situational warping ability that speeds up recovery when Noctis is launched into the air by an enemy attack. A brief △/Ⓨ button prompt will appear; if you make the specified press within the timing window, Noctis will warp safely to the ground in an upright position. This incurs the standard cost of 30 MP for a warping maneuver, however – so if MP is at a premium, it may be better to simply eat the dirt and use a roll-dodge afterwards to expedite your recovery.

- **Stasis Guard:** During Stasis, Noctis can no longer phase and assumes this defensive stance instead, significantly reducing damage taken from enemy attacks. Generally, it's much more effective to simply perform a roll-dodge instead. If you have a shield equipped, though, you can perform a normal guard, blocking all damage even during Stasis.

- **Shield Guard:** Guarding with a shield consumes only 3 MP, which is rather cheap compared with phasing, especially if you need to maintain a defensive posture for more than the briefest of moments. There are still benefits to precise timing with a shield, though: it is not exclusively employed for turtling up. Performing the equivalent of a Blink with a shield equipped can produce a significant disruptive effect on the enemy, creating an opening for a timely counteroffensive.

- **Decoys:** There are several ways to set up decoys on the battlefield. Noctis can create his own after a point-warp with the Warp Decoy Ascension ability. Gladio and Prompto are perhaps better suited to provide reliable distractions with their techniques, particularly Gladio with an equipped shield. Finally, you can drop the Moogle Plushie (given to you by Iris in Lestallum in Chapter 08) on the battlefield to draw the enemy's attacks away from the party. The Moogle decoy has limited durability, but you can take it to Iris at Cape Caem to have her repair it when required.

DAMAGE CALCULATION

This section summarizes all computations that take place during battle. The calculations discussed here apply to all combat situations with only a handful of exceptions (such as the "1000 Needles" attack by Cactuar-type enemies that inflicts a fixed amount of damage).

General Formula

Presented as a product of mechanically different factors, the basic damage formula is:

Damage = A x B x C x D x E

These five factors (A to E) are detailed in the next five sections:

A = Base Damage
B = Target Defense
C = Affinity Modifier
D = Conditional Modifier(s)
E = Random Modifier

This is a universal formula, applicable to attacks conducted by both party members and enemies. Damage per hit is capped at 9,999, with the exception of the following, which have the specific property of being able to exceed this limit.

- Limit Break spells
- Link-strikes, after unlocking the Limitless Link Ascension node
- Limit Break, an Ascension ability available to each of your allies that applies to techniques

Base Damage (A)

This is the primary calculation that is performed during an attack. Physical and magic attacks obey different formulas.

Physical

The formula for physical base damage is as follows:

A = (Strength + Weapon Power + Level x 3) x Attack Damage Modifier x 2

Weapon Power applies only to party members; this value is zero for enemies. When wielding standard weapons, this is equivalent to the Attack parameter of the equipped weapon (as detailed in our Inventory chapter). Note that the in-game Stats section in the Gear menu shows a single "Attack" stat that is actually the sum of this value and your character's Strength.

With Royal Arms this value is actually the sum of the Attack parameter of the weapon, plus Noctis's Strength or Magic. For the Bow of the Clever and Scepter of the Pious, this value is Magic; for all others, it is Strength.

This again brings up some interesting ramifications when you consider the properties of Royal Arms. A good example is the Sword of the Father, with an Attack parameter of 141 and a bonus to Strength of 100. In fact, the Weapon Power value when using this weapon is 141 + 100 = 241. Additionally, the bonus to Strength alone is factored again in the damage calculation. This means the effective Attack stat of this weapon, compared with a standard weapon with no Strength bonus, is actually 341.

Attack Damage Modifier refers to the damage modifier values that we previously discussed in Combat Maneuvers (see page 285).As party members have much smaller HP pools, even at high levels, enemy attack damage modifiers are generally lower, broadly in the vicinity of one tenth the values that the party enjoys.

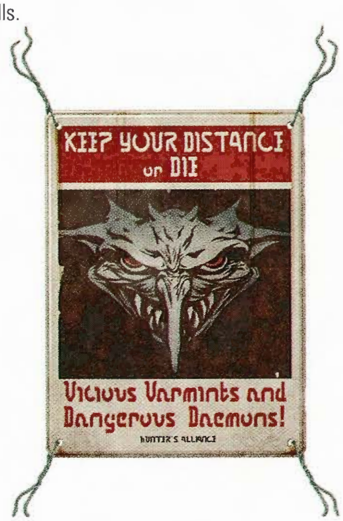
Magic

The formula for Magic base damage differs between party members and enemies. For party members, the calculation is:

A = (Magic + 100) x (Spell Power + 20) x (Level + 20) x 1/200

Spell Power is the "Potency" value that appears on your screen when you craft a spell, as explained in the section on Elemancy on page 274.

For enemies, who do not have a Magic stat, the formula is the same as that for physical base damage, with specific damage modifiers for individual spells.



Target Defense (B)

The defense formula is:

B = 1 / (1 + Vitality/100) against physical attacks
B = 1 / (1 + Spirit/100) against magic

This means that **Vitality** and **Spirit** are parameters with diminishing returns. At a low base value, even a minor increase in either stat can prove to be very effective, as the amount of damage reduction you receive per point is quite significant. On the other hand, the higher the value, the less you stand to gain from additional investment. For example, you can achieve 50% physical reduction at 100 Vitality, but only 67% reduction at 200 Vitality and 75% reduction at 300 Vitality. As your base Vitality improves, it becomes much more appropriate to focus on increasing Max HP instead, which also improves your capacity to survive magic damage.

Affinity Modifier (C)

This is a simple check against the affinity of the target to the damage type being dealt. These are the resistances or weaknesses to damage types that we reveal in the Bestiary for each monster:

- Check for nullification of the damage type. If true, then no damage is dealt. This corresponds to immunity ("IMM") in our Bestiary sheets.
- Check the target's resistance for the damage type. This corresponds to the percentages in our Bestiary sheets. If more than one type applies (e.g., swords and Fire with the Flame Tongue), multiply the resistances together to obtain a single percentage value.
- Limit this result to a value between 0 and 999.
- If the target absorbs this damage type ("ABS" in our Bestiary sheets), convert the result into HP restoration.

The value of C is the result of this procedure.

Conditional Modifiers (D)

Conditional modifiers refer to the set of possible multipliers that apply after all basic factors of character parameters, equipment, and attack properties have been taken into consideration. For added percentage values, simply convert to a multiplier (e.g., +10% → x1.1) for the functional equivalent.

The following is a list of conditional modifiers that may come into play:

- Range modifier for ranged weapons
- Charged attack multiplier for greatswords and machinery (up to 6.0)
- Blindside modifier
- Warp-strike distance modifier
- Combo counter bonus from Noctis's Chained Fury Ascension ability
- Weapon-specific modifiers (e.g., Two-handed Sword against multiple enemies, Wyvern Lance with aerial attacks)
- Critical hit multiplier (2.0)
- Enemy vulnerable state multiplier (1.5)

The net factor D, representing the compounded value related to conditional modifiers in the damage calculation formula, is the product of all such factors that apply in any situation.

Random Modifier (E)

This factor translates into a value between approximately 0.94 and 1.06. Essentially, there is always a ±6% random variation in any situation.

Earning EXP

Gaining levels through experience points, or EXP, works a little differently in *Final Fantasy XV* in comparison with most contemporary role-playing games. Leveling must be triggered by camping, resting at lodgings, or by completing a chapter.

EXP can be earned through combat (each monster that you defeat rewards you with a fixed EXP value, as revealed in our Bestiary), quest completion (see the Sidequests chapter), exploration (see page 299), and interactive conversations (as detailed in our Walkthrough). You can increase the EXP totals you obtain by the following methods:

- Secure good grades in your post-battle Report Cards.
- Equip a Moogle Charm accessory (EXP +20%).
- Eat specific restaurant meals: Galdin Gratin (Galdin Quay, EXP +10%), Fat Chocobo Triple-Decker (Wiz Chocobo Post, EXP +50%), Maagho Lasagna (Maagho, EXP +100%), Fine Caviar Canapé (Maagho, EXP +50%).
- Eat specific cooked meals: Lasagna al Forno (EXP +100%), Cup Noodles (perfect) (EXP +20%), Stacked Ham Sandwich (EXP +50%), Royal Banquet Canapé (EXP +50%), Mother & Child Rice Bowl (EXP +30%).
- Finish off an enemy with an Armiger Sagechain (EXP +50%).
- Catch fish with the Reel Experience Ascension ability unlocked (variable EXP for catching specific types of fish, see page 304).
- Drive the Regalia with the Roadlife Ascension ability unlocked (10 EXP for every ~0.54 miles driven in any mode).
- Travel while riding a chocobo with the Chocobonus Ascension ability unlocked (10 EXP every ~0.35 miles).
- Win a chocobo race with the Chocoracer Ascension ability unlocked (50 EXP per race won).
- Maximize your accumulated EXP with a bonus modifier by staying at a lodging, up to a maximum x3 multiplier if you stay at The Leville (Royal Suite) in Altissia. Turn to page 227 to find out about an efficient power-leveling strategy that makes the most of this feature.

Note that if Ignis, Gladiolus, or Prompto are in the "down" status when a battle ends, they will not receive EXP for that fight. The losses can be quite significant if they are unconscious when you defeat the final boss of a dungeon or complete a major story encounter, as they may miss the final quest bonuses as well. Stocking extra Phoenix Downs to revive stricken party members before you deliver the *coup de grâce* on a target of any significance, then, is a worthwhile investment.

Report Card

The Report Card is a measure of how well you perform in each battle. The higher the "grades" you obtain, the more bonus experience you receive.

Each enemy that you defeat rewards you with a fixed sum of EXP, irrespective of your performance, as detailed in our Bestiary chapter. In addition to this base EXP, you can receive extra experience as a result of bonus multipliers in accordance with the following criteria:

- The number of successful parries you perform (Defense).
- The number of Blindsides you perform (Stealth).
- The proportion of enemies you defeat during the encounter (Offense). As long as you do not flee from a battle, you always receive the maximum grade in this category.

The total experience you receive is calculated as follows:

Total EXP = Base EXP x (1 + Defense Bonus + Stealth Bonus + Offense Bonus)

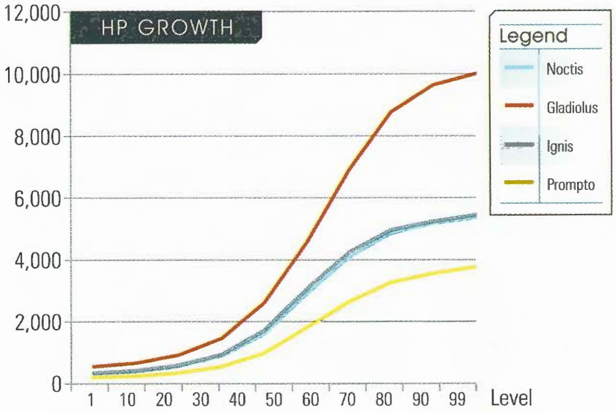
Report Card: Overview

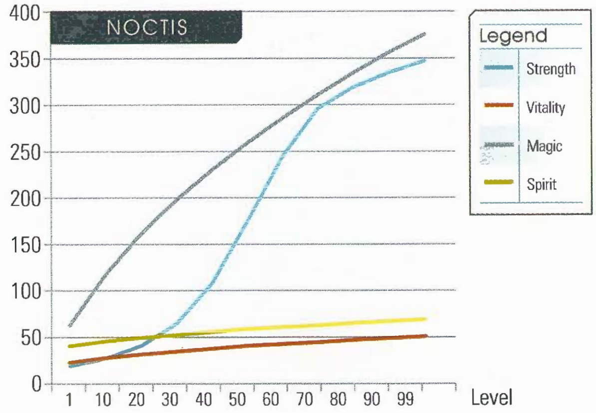
REPORT CARD	BONUS	DEFENSE (PARRIES)	STEALTH (BLINDSIDES)	OFFENSE (ENEMIES DEFEATED)
A+	0.4	4	6	100%
A	0.3	3	4	90%
B	0.2	2	2	80%
C	0.1	1	1	50%
D	0	0	0	< 50%

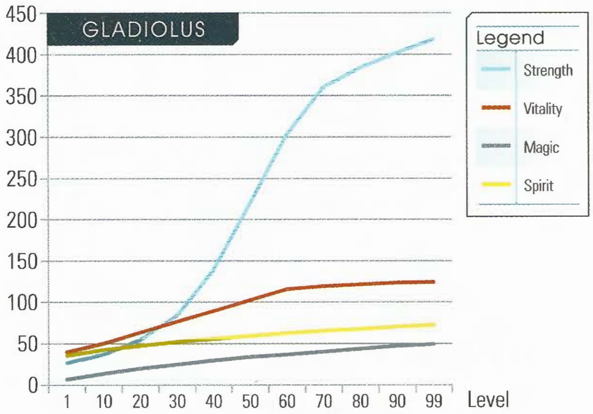
Parameter Growth

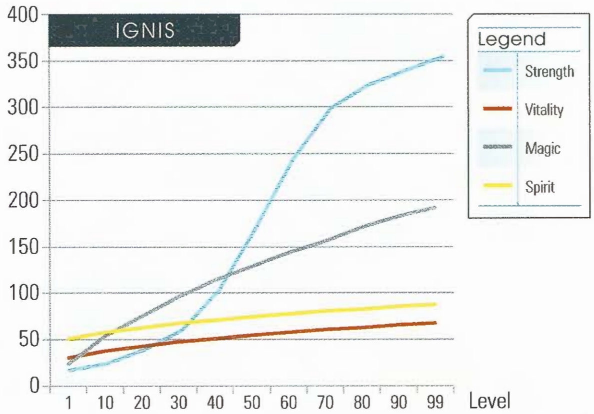
As their level increases, your party members earn natural boosts to their base combat parameters: HP, Strength, Vitality, Magic, Spirit, and, for Noctis alone, MP. Additionally, as we illustrated in the earlier section on damage calculation, levels provide bonuses to physical attack damage dealt by the party.

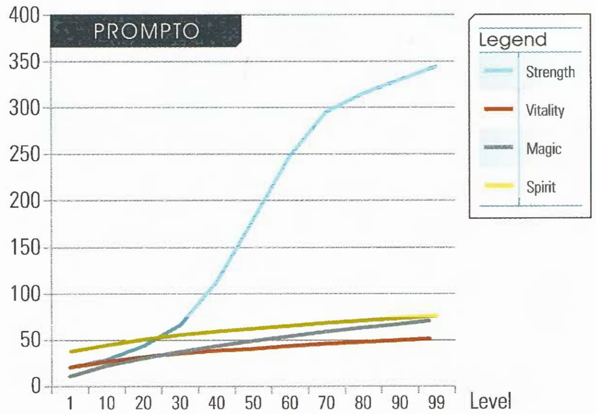
The following diagrams illustrate base parameters for the party as they hit specific milestones.











Ascension Bonuses

Certain Ascension nodes provide additional boosts to the party's core stats once unlocked with AP. These affect all party members identically in the following manner:

- ◇ Health Level, Health Level II, and Health Level III add level x 2, level x 5, and level x 10 respectively to the party's HP totals. These effects do not stack; only the highest multiplier unlocked applies.
- ◇ Experimagic adds Noctis's level to his maximum MP.
- ◇ Strength Level, Vitality Level, Magic Level, and Spirit Level enhance the respective stats for each character by that character's current level. Magic Level can be upgraded to Magic Level II, which adds level x 3 and, like the Health Level abilities, does not stack.

Clearly, these nodes do not grant significant bonuses early on in your adventure compared with those offered by equipment or foods, and especially not when there are many more beneficial nodes to unlock. They become interesting investments only later on in the adventure, once your party's levels are in the 50s and beyond.

Conclusions

We can summarize the primary trends in parameter growth as follows:

- ◇ HP and Strength enjoy remarkable gains from levels 30 through 70, with peak growth occurring in the 40-60 range. At very low and very high levels, these increases are much less impressive.

- ◇ Noctis has by far the highest Magic stat, followed by Ignis with half the proficiency, while Prompto and Gladiolus lag far behind. Noctis should be the team's spell caster in practically all situations. If you ever equip one of his allies with a spell, it should be Ignis.

- ◇ Vitality and Spirit gains are relatively paltry throughout. To augment these values, if required, you will have to rely on gear and status effects. It is worth noting that Gladiolus has the best survivability in the party by far, as his HP and Vitality growth easily outpaces other party members.

Taking stock of these observations, we would argue that, beyond Level 70, it becomes essential to complement natural stat growth by equipping suitable gear and consuming the right foods. Purely grinding for levels is simply not enough. If you struggle against a specific late-game foe, identifying its strengths and weaknesses in advance and preparing accordingly will always lead to the best results.

Earning AP

Ability Points (AP) are required to unlock Ascension abilities. AP can be acquired in the following ways:

- ◇ Every time a party member gains a level (fixed amount of 3 AP per character per level).
- ◇ By successfully fulfilling strategy prompts that appear at the beginning of certain battles.
- ◇ By defeating an enemy with a warp-strike, blindside, or parry (1 AP in each case).
- ◇ By camping; you gain 1 AP each time by default, as long as the campsite is different from the previous time you camped; this value is upgraded to 2 AP with the Happy Camping Ascension node in the Exploration tree, and finally to 3 AP with the Happier Camping node.
- ◇ By completing Tours (see page 144), which all reward you with 20 AP.
- ◇ By selecting specific dialogue options during interactive conversations (as detailed in our walkthrough). Because it is much easier to gain EXP than AP, we recommend that you always prioritize the latter whenever applicable.

Additionally, you may unlock other means of AP acquisition through Ascension:

- ◇ Armiger Action: 1 AP for activating Armiger
- ◇ Armiger-Chain Reaction: 1 AP for activating Armiger Chain
- ◇ Magic Action: 1 AP for casting Elemancy spells
- ◇ Aperture: 1 AP for every Snapshot taken in combat that features Noctis in the photograph
- ◇ Appetize: 1 AP for cooking a party member's favorite food
- ◇ Angler Action: 1 AP for catching a fish
- ◇ Sportfishing: Bonus AP for catching specific types of fish (see page 304)
- ◇ Roadrunning: 1 AP for every 1.25 miles driven in the Regalia, in any mode
- ◇ Chocobump: 1 AP for every 0.875 miles traveled while riding chocobo
- ◇ Chocojockey: 1 AP for winning a chocobo race

ASCENSION

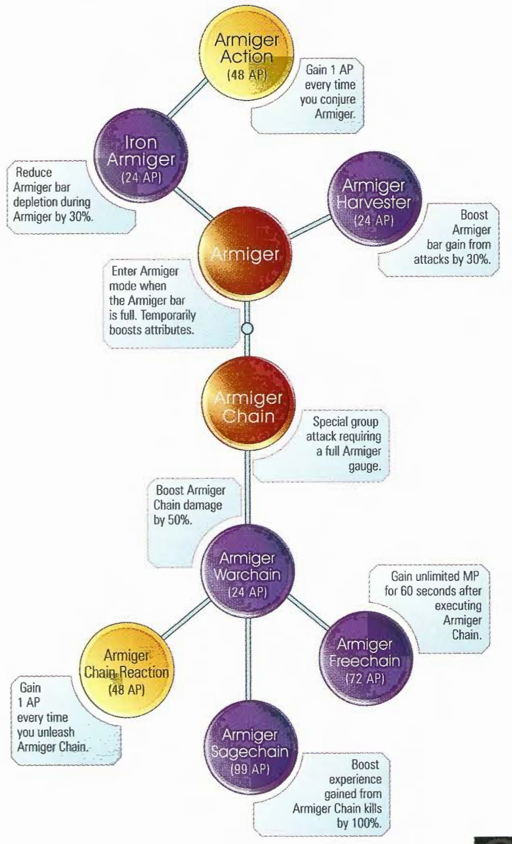
Available from the main menu, Ascension is the means by which your party acquires new abilities and improves its combat prowess. By unlocking new combat maneuvers and improving existing moves through Ascension, you can greatly expand your tactical options in combat.

Your entire party shares a single pool of AP used to unlock Ascension nexuses. There are eight thematically different Ascension trees, consisting of distinct nexus branches that confer a wide range of benefits. You can find complete diagrams of each tree over the pages that follow.

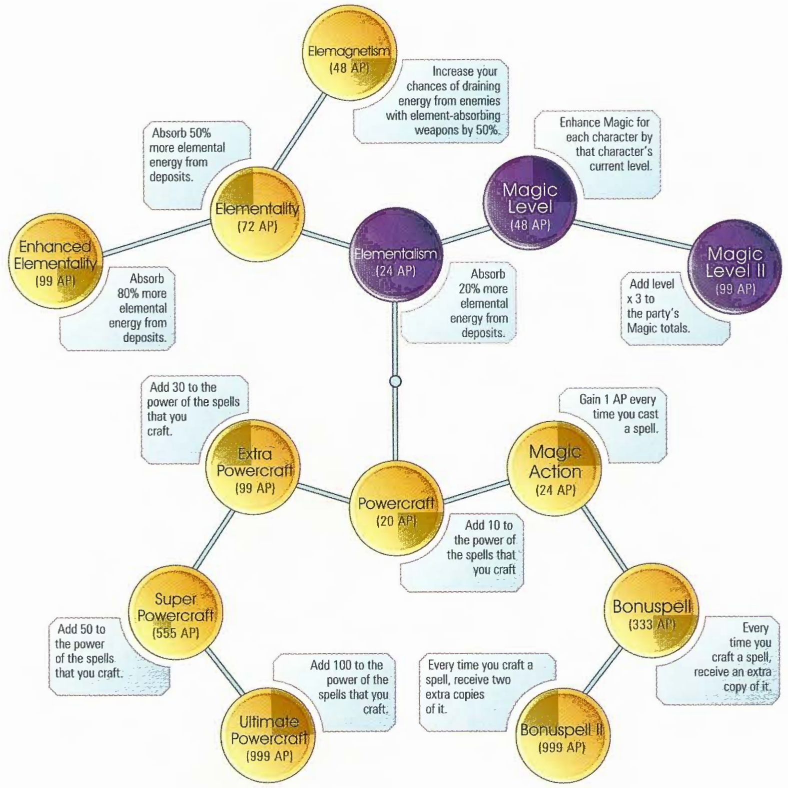
There are four types of Ascension abilities, represented by distinctive colored nexuses:

- **Yellow nexuses** () and **purple nexuses** () refer to new combat abilities or enhancements to existing abilities.
- **Green nexuses** () denote ally techniques.
- **Red nexuses** () highlight abilities learned after specific story events.

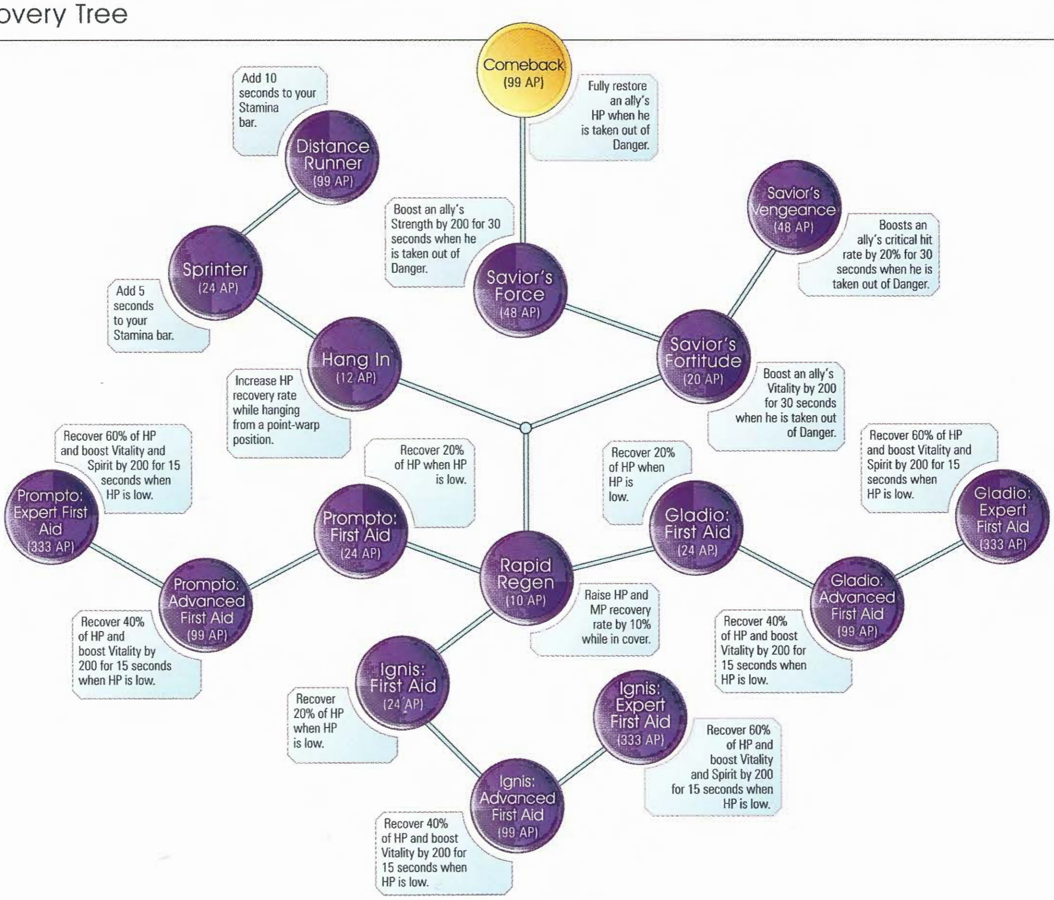
Armiger Tree



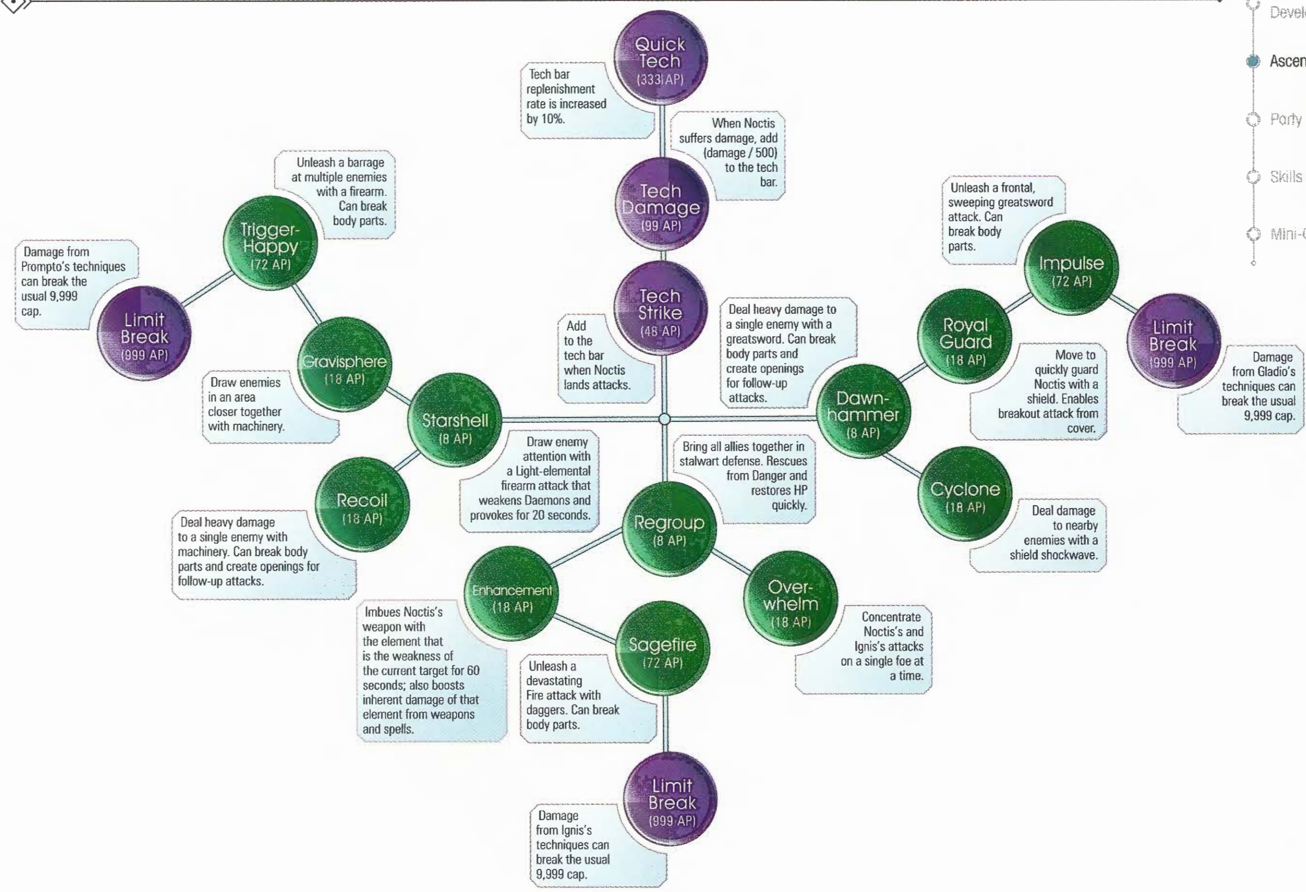
Magic Tree



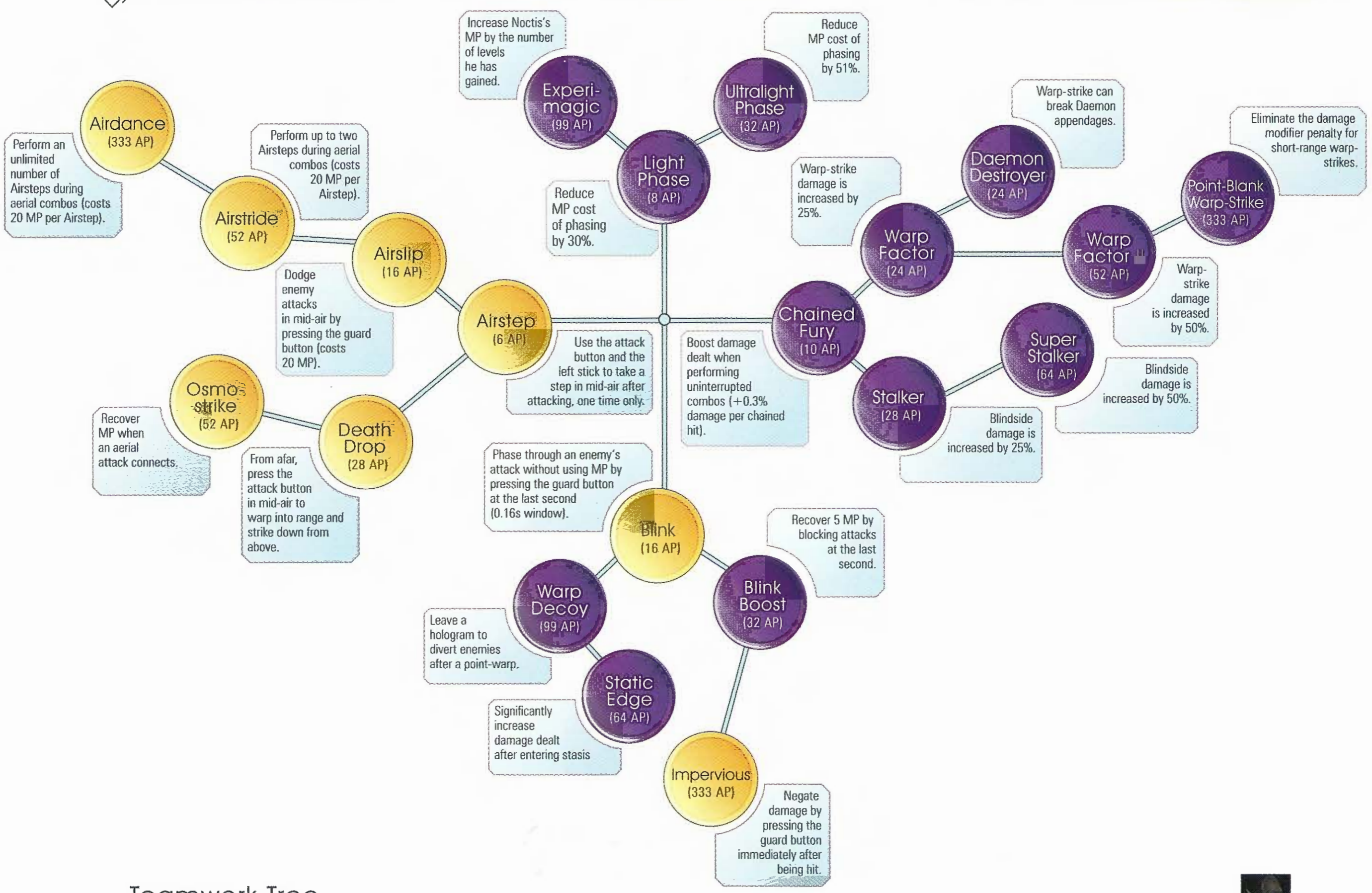
Recovery Tree



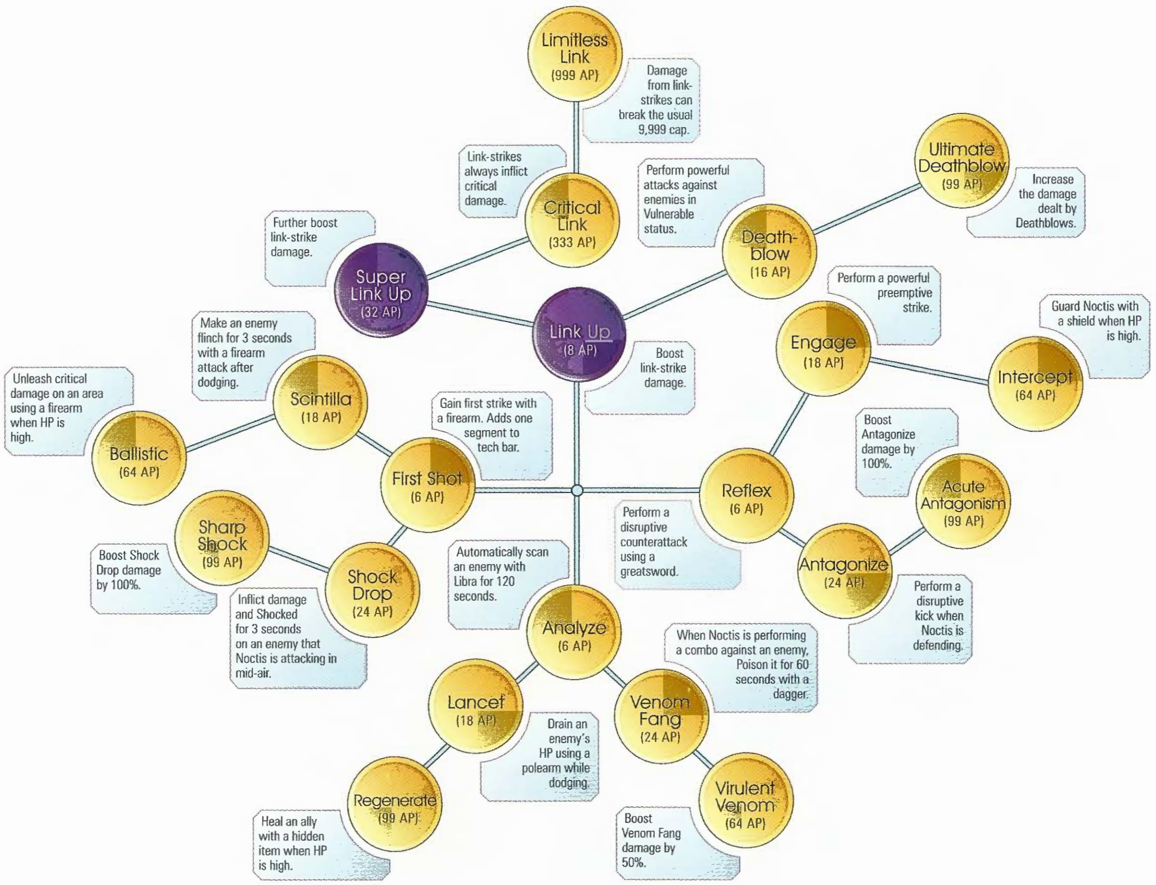
Techniques Tree



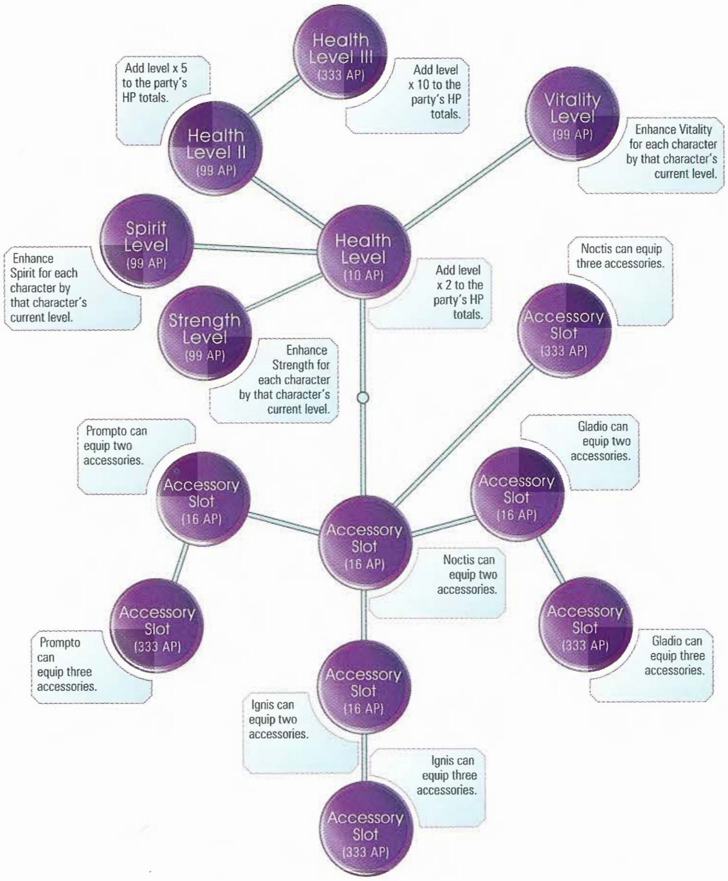
Combat Tree



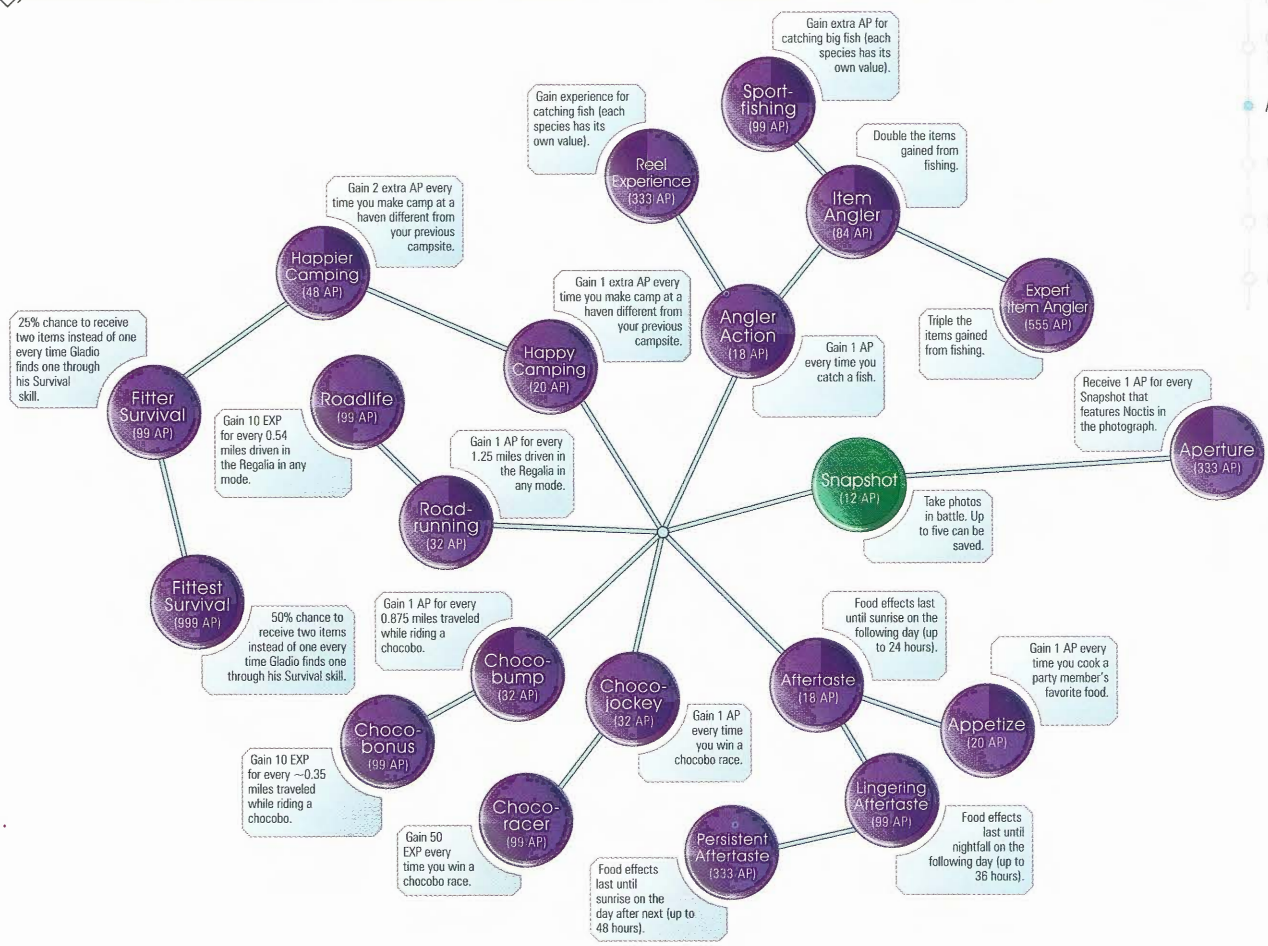
Teamwork Tree



Stats Tree



Exploration Tree



PARTY SETUPS

In this section we offer development analysis for your party, in the context of everything that has been examined over the course of this chapter so far. The ultimate goal is to encourage you not to pick a "one size fits all" solution, but to experiment and cultivate your personal style of play. For some readers, traveling the vast world will be of secondary importance to exploring the systems that underpin everything that you actually do in it.

Strategic Considerations

You should frame the deliberation of how to allocate your resources among the four characters by asking yourself key questions, such as:

- Do I want to empower Noctis as much as possible, or do I want my whole party to contribute to the battle?
- Do I want each member to specialize in a certain role, or do I focus on maximizing the effectiveness of one or two specific team tactics?
- Do I prefer melee or ranged combat?
- Do I favor any of my three allies?

EXP gains tend to occur at roughly the same rate for all party members. Individual proclivities and proficiencies aside, it is only through your choice of gear and Ascension abilities that you can truly imbue each of the four heroes with genuinely unique and useful characteristics. However, this requires that you invest resources that are available in limited quantities: Gil or collectibles for gear, and AP for Ascension.

A haphazard approach to developing each character can lead to a rather plain party, with everyone playing a similar kind of role. By steering Noctis, Ignis, Gladio, and Prompto towards particular types of specialization, though, you can really change the way that you approach each battle.

Character Specialization

The two primary factors governing which role each ally is best suited for are attributes and abilities. If you need a refresher, turn to page 294 for the former and page 288 for the latter.

NOCTIS

Noctis is the most versatile character. His stats (and the fact that you control him directly) make him the best choice for damage-dealing purposes. You can further enhance this trait through food effects and suitable gear, but more importantly by prioritizing the right abilities in his Ascension tree. Notable avenues of specialization include:

- **Aerial combos:** Once you have unlocked the Airstep branch of abilities, aerial combos become possible with either swords or polearms. They can prove particularly useful against large enemies. Many bosses and high-level hunt targets belong to this category, often featuring targetable body parts that you cannot reach from the ground. Against such opponents, sustained airborne assaults can work wonders.

- **Magic:** Noctis has by far the best Magic stat in the party. If you equip him (and/or any of his allies) with weapons that absorb elemental energy from defeated enemies, and enhance Noctis's absorption from elemental deposits with the Elementalism and Elementality abilities, you will receive a steady stream of energy throughout the adventure, enabling you to craft (and cast) many spells. Given that almost all enemies in the game are extremely vulnerable to one of the three main elements, this can be a powerful way to exploit their weaknesses, especially if you enhance Noctis's magic with well-chosen gear.

GLADIOLUS

Gladiolus is defined by his naturally high Strength and HP stats. This means you can specialize him in two ways:

- **Damage-dealer:** With his high Strength (which you can increase with accessories and food) and access to greatswords (the most powerful basic weapons in the game), Gladio can complement Noctis when it comes to inflicting damage. Unlock his greatsword-based abilities in priority (Engage, Reflex, Dawnhammer, Impulse) and his repertoire of attacks will expand, enriching your tactical possibilities.

- **Tank:** A completely different approach is to capitalize on Gladio's large HP pool (which you can further boost with accessories and food effects). By equipping him with a shield, you can make use of Ascension abilities that offer protection to Noctis, such as Royal Guard and Intercept. When Gladiolus operates as a classic tank to absorb enemy assaults, Noctis's survivability improves dramatically.

IGNIS

Ignis can be considered as an expert tactician thanks to a wide variety of abilities that buff Noctis or weaken enemies. Potential roles for him include:

- **Elementalist:** Ignis's key specialty is derived from his element-binding capabilities. Unlock his Analyze ability and Enhancement technique as early as you can in the adventure: this enables you to exploit enemy weaknesses with Noctis, drastically increasing your damage potential.

- **Secondary caster:** Though not on a par with Noctis, Ignis has a Magic attribute that significantly surpasses the paltry arcane capacity of his other two allies. If you equip him with Magic-boosting accessories, he becomes the best candidate to cast spells (use his secondary arms slot to equip them) when it is tactically necessary. In addition, you can furnish him with the Plunderers daggers so that he regularly collects elemental energy from the foes he defeats, further fueling your ability to craft spells.

- **Sapper:** Ignis's weapon of choice is a pair of daggers. Multiple weapons in this category incur a chance to inflict status ailments. Other effective means are Ignis's Venom Fang ability, or crafted spells with an added status ailment effect, such as Venomcast. When you face resilient targets or bosses, this can be an effective way to give the whole party an edge.

PROMPTO

Prompto has the lowest attributes of the group overall, but his unique abilities can nevertheless make him a powerful asset on the field. His default Piercer technique retains its usefulness throughout the game, penetrating enemy defenses and raising the party's damage potential. His aptitude for ranged combat can be employed in the following ways:

◇ **Machinist:** Equipping Prompto with powerful machinery can be a very worthwhile investment. Multiple high-level bosses in the game are weak to this weapon category. Having two characters equipped with machinery can make a profound difference in all of these battles.

◇ **Crowd controller:** Prompto can be specialized to fight against groups of enemies thanks to various abilities with area-of-effect properties. Of particular interest, unlock Gravisphere (Prompto draws enemies in an area to a single point, making them ripe for an area-of-effect attack or spell from Noctis), Ballistic, and Trigger-Happy.



Notable Configurations

In addition to the specialization scenarios detailed so far, there are powerful setups that you can prepare to make the most of certain weapons or status effects.

◇ **Tetra-elementalist:** Noctis has access to four weapon slots, and there are four elements that you can use in the game to exploit enemy weaknesses. One general-purpose setup, therefore, is to equip the prince with four weapons each imbued with a distinct element. You can acquire a full set of elemental weapons once you reach Chapter 03, enabling you to switch weapons on the fly and adapt to whichever foe you are currently facing, as shown in the following table:

Elemental Weapons Available By Chapter 03

ELEMENT	WEAPON	SHOP
Fire	**Blade of Brennaere**	Wiz Chocobo Post, Coernix Station (Cauthess)
	Flame Tongue	Taelpar Rest Area, Lestallum
Ice	**Cocytus**	Hammerhead
	Ice Spear	Lestallum, Verinas Mart – Ravatogh
	Ice Brand	Verinas Mart – Ravatogh
Lightning	**Storm Lance**	Taelpar Rest Area
Light	**Durandal**	Meldacio Hunter HQ
	Radiant Lance	
	Orichalcum	

◇ **Black Mage:** With intelligent resource management, you can maintain an arsenal of powerful spells throughout the game (see the box-out overleaf for an example), turning Noctis into a traditional "black mage". This makes it possible to deal grievous bursts of elemental damage that are unmatched in power, especially early in the game. During the cooldown period between two spells, Noctis should serve as an alert supporter with secondary contributions to the battle. You can chip away at the enemy with ranged attacks, or wade into the melee with an equipped shield (the Magic boost offered by the Wizard Shield makes it an especially interesting choice).

◇ **The Ring of the Lucii method:** Though very much a post-story trick, you can achieve great results by combining the Ring of the Lucii (which can quickly or instantly eliminate targets with its Death and Alterna attacks, at the cost of MP) and point-warping (which enables you to recover all MP instantly). Alterna has area-of-effect properties, so this can be a supremely useful strategy during Chapter 15, though most bosses are immune to this spell. Death, on the other hand, can take a while to operate but tends to work against more foes. When you are surrounded by many enemies, the Holy counter can prove quite potent too. Whenever you have access to blue marker positions, this is a strategy worth considering.

◇ **EXP rush:** With the right preparations, it is possible to obtain large sums of EXP. Eat a Stacked Ham Sandwich cooked by Ignis to boost your gains by 50%, equip a Moogle Charm accessory for another 20% bonus, and look for enemies that yield large sums of EXP. An efficient raid in a dungeon (or, even better, a maze – see page 192) filled with enemies can turn into a profitable EXP-farming opportunity.

◇ **Appendage breaker:** Breaking body parts of certain enemies can have very positive consequences, such as removing resistances or just making them more vulnerable to damage. This strategy can be employed against the dangerous Red Giants found in Costlemark Tower and Insomnia, for example: they suffer a penalty of -100 to their Vitality once broken. First, equip your party with breakage-boosting weapons such as the Hardedge (and, for Noctis, relevant Royal Arms such as the Mace of the Fierce or the Sword of the Tall); second, unleash ally techniques that can break body parts (such as Gladio's Dawnhammer). You might inflict less damage until the target is broken, but this will be more than compensated for afterwards – at which point you can switch to weapons suited to raw power to press your advantage.

◇ **Glass cannons:** If you like high-risk/high-reward strategies, have Ignis cook a Packed Mushroom Stew (which only requires Alstrooms and Vesprooms – see page 213). This grants your characters a nice bonus of +500 to both Strength and Magic with the Last Stand effect. Equip accessories that further enhance Strength and use Power EX consumables (which grant an additional, stackable +100). This will make your party fabulously powerful... but incredibly fragile, with Max HP reduced to 10% of its base value until the effect expires. If you use this preparation in the appropriate situations, though, few monsters will live long enough to capitalize on this self-inflicted weakness. Buy a full stock of cheap potions and a number of Phoenix Downs, and be quick to revive any party members that fall as you watch enemies melt before your onslaught.

AP Maximization Build

If you are keen to unlock every Ascension node, this section offers a detailed roadmap for the opening hours of your adventure. The two fundamental principles underlying this AP-maximizing approach are as follows:

1. Unlock Exploration nodes in Ascension related to camping, character skills, and driving in the Regalia very early in order to reap the rewards.

2. Unlock Magic nodes in Ascension to develop a powerful "black mage" configuration capable of wreaking havoc against almost all enemies in the first half of the game.

Upon completing the initial main quest conversations with Cindy at Hammerhead, you'll begin with 10 AP. From there, do the following:

- Ignore the main quest and immediately run north to Cotisse Haven. Absorb all energy from elemental deposits and camp for 1 AP. Choose a recipe that doesn't require any ingredients. You'll be asked to take the Stirred, Not Shaken tour with Ignis. Complete it for 20 AP.

- Return to Hammerhead. Head to the Mini-mart and purchase 91 bottles of Sheep Milk, which cost 910 of your starting 1,000 Gil. You start with one Sheep Milk, so your total now is 92.

- Proceed with the main quest, making sure you complete the first four strategy tutorials (for a total of 12 AP). Along the way, try to defeat at least three enemies with warp-strikes, blindsides, or parries for an extra 3 AP. After freeing Dave and hearing his request, choose to "do it for a price" for another 2 AP.

- Head to nearby Merrioth Haven and absorb all elemental energy. Now unlock your first Ascension node: Happy Camping. Choose to camp (again, choice of food doesn't matter), and your party should reach Level 3, resulting in another 26 AP total. In the morning, you can unlock Happier Camping.

- Head south and fight the nearby Dualhorn to complete the tutorial strategy prompt on blindsides for another 3 AP. You can use the three Fire spells in the Magic Flask you received from Dave to defeat the beast.

- Continue south and east to Criclawe Haven. Absorb all elemental energy. You should be fully stocked in all three elements at this point. At the haven, choose to train with Gladio and defeat him for 5 AP. Afterward, camp for 3 AP. Run back to Merrioth Haven and camp one more time, for another 3 AP.

- You should now have enough AP to learn Powercraft from the Magic Ascension tree. If you're short of the required total, you can run back to Criclawe Haven and camp again. In fact, sprinting back and forth between Merrioth and Criclawe to alternate campsites takes about four minutes for a total of 6 AP. This is a tedious but completely effortless method for farming AP at the beginning of the game.

- You can now craft your first powerful spell. Allot all of your fire energy and Sheep Milk to a flask. This results in 14 "Dualcast: Firaga" spells with a potency of 207 – enough to one-shot the Bloodhorn awaiting you at the next encounter in the main quest.

- As you proceed, be sure to complete the "Rise and Shine and Run" tour at Lachyrte Haven upon your first visit to Galdin Quay for another easy 20 AP. We recommend that your next priorities in Ascension include the following nexuses, in whatever order you prefer: Roadrunning, Angler Action, Aftertaste, Appetize, Magic Action, Elementalism, and later on, Chocobump. These relatively cheap abilities will contribute greatly to your AP totals as you travel in the Regalia, camp at new havens, and complete sidequests.

- If you'd prefer a mostly hands-off approach to AP grinding, the Roadrunning node enables you to gain 1 AP for approximately every 1.25 miles driven in the Regalia. Simply set up long automatic journeys throughout daylight hours, then camp at a haven when night falls.

- In addition, you can use the Appetize ability to strengthen your allies with favorite foods, while also gaining an extra point of AP every time you camp. For example, the Prairie-Style Skewers are unlocked at cooking Level 2. This recipe is a favorite of Gladio's and requires Anak Meat and Leiden Pepper, two cheap ingredients. Cooking this food repeatedly will enable you to level up his techniques very quickly.

With these Ascension abilities unlocked, you are now well on your way to plowing through the first half of the game with relative ease, simply by relying on this literal "magic formula": 99 units of energy for a single element, catalyzed with 92 bottles of Sheep Milk.

We recommend that you quickly advance to Chapter 02 in order to obtain your third Magic Flask; this will enable you to keep all three elemental spell varieties in stock at once. Furthermore, you should complete a handful of hunts, which should be entirely straightforward with the massive firepower at your disposal. Reinvest the Gil rewards regularly in Sheep Milk, which is readily available at many shops and will enable you to restock your spells once they run out. You may also want to unlock Noctis's second accessory slot and fit him with Magic-boosting equipment. Most importantly, you'll enjoy a substantial advantage in AP accumulation throughout this process. Once you accumulate a bit more AP, unlock Elementality and Extra Powercraft to further develop your magical prowess.

Of course, those who do not favor such a playstyle can simply ignore anything related to elemancy, but the Exploration nodes we've mentioned are definitely worth your consideration. The sooner you learn them, the greater your long-term profits will be.

SKILLS

Each of your four party members has a unique skill that corresponds to their favored discipline. There are 10 levels of development for each skill. To level up, you need to obtain Skill Points (SP). Much like EXP, SP is tallied while camping or resting at lodgings, or at the end of a chapter.

The SP totals required to reach each level are detailed in the accompanying table. All skills follow this simple progression.

SP Requirements

LEVEL	SP REQUIRED TO LEVEL UP	TOTAL SP REQUIRED
1	50	0
2	100	50
3	150	150
4	200	300
5	250	500
6	300	750
7	350	1,050
8	400	1,400
9	500	1,800
10	-	2,300

Fishing

The fishing mini-game is available from the beginning of the adventure. Noctis has all the basic tools required to get started, so all you need is a fishing spot. The most convenient place for a first experience is Vannath Coast, a small pier found on the beach at Galdin Quay. Once you are familiar with the basics, you can use this section to understand all of the mini-game's mechanics and improve your performance.

Controls & Basics

Once you are in position at a fishing spot, use the simple commands listed in the following table to control Noctis.

Fishing Controls

PS4	XBOX ONE	SUMMARY
L	L	Aim; after casting, pull the line in any direction
⊗	A	Cast
◎	B	Quit
R2	RT	Reel in
Touch pad	View	Open the Tackle menu to change your equipment

Essentially, you choose your equipment from the Tackle menu, which you can open with Touch pad/View. Once you are ready, aim with L: a blue marker represents the position where your lure will reach the water. Use this in conjunction with the mini-map in the top-right corner of the screen (where fishes are marked with colored dots: yellow for edible fish that yield ingredients, blue for prized fish that yield treasures) to target spots where a specimen is likely to bite. Press ⊗/A to cast. Once the lure is in the water, reel in with R2/RT, adjusting the direction of the line with L. Tapping R2/RT and intermittently pausing is often the best way to get a fish's attention. The fish's "interest" is represented by a red bar at the top of the screen (similar to the threat meter that appears prior to each battle). Your goal is to adapt your maneuvers so as to build up the red bar until it stretches to the length of the whole screen horizontally – at which point the fish will bite.

Fish Battles

From the moment a fish bites, a duel begins between Noctis and his potential catch. Your goal is to reel it in, but you have to pay attention to your line's durability.

◇ **Fish Bite:** To initiate a fish battle, you first need to react swiftly when you get a bite. Tilt L in the direction indicated on your screen. If you fail to do so, the fish will immediately swim away.

◇ **Reeling In:** To reel in, hold R2/RT. This causes the fish's stamina to decrease, as represented by the horizontal gauge at the top of the screen. Once this gauge is empty, the fish is yours.

◇ **Tension:** A fish that has bitten will constantly swim in a direction, often changing course without warning. This causes your line to suffer, but you can mitigate the process by aiming accordingly. As a rule, you should always be tilting L to the left or right, in accordance with where the fish is currently swimming. If you do nothing, a (hidden) tension gauge fills slowly. If you aim in the wrong direction, the gauge fills quickly (leading to controller vibrations); if you tilt the stick in the correct direction, the tension bar remains empty. Tension results in damage to your line. When the line's durability reaches zero it breaks, making you lose both the line and the lure that you were using. Managing tension is the cornerstone of this mini-game: against the toughest species you need to constantly push in the correct direction, adjusting your aim with sharp reflexes, while reeling in via brief bursts and releasing the tension the rest of the time to limit the damage caused to your line.

◇ **Fish Attacks:** Whenever a fish jumps in the air, it effectively "attacks" you. Swiftly tilt L in the direction specified on screen to negate the damage to your line and lower the fish's stamina.



Fishing Equipment

You can find a complete list of all fishing items in our Inventory chapter (see page 221). Each equipment type has a specific function, and securing the best item of each kind will have a very positive impact on how you perform in this mini-game:

- **Lines:** There are only three types of line. You will occasionally find some as collectibles, but your main source of these will be to purchase them from shops. The more durability a line has, the longer it can withstand tension (and therefore damage) inflicted by fish. Conversely, the greater the power stat of a fish, the more it will harm your line's durability.

- **Rods:** The primary attribute of rods is defense, a stat that determines how well they mitigate the damage inflicted on your line. You can obtain more resilient rods from shops and by completing sidequests for Navyth (see page 158).

- **Reels:** Reels determine your attack stat – that is, how quickly you deplete the stamina bar of a fish when you reel it in. You will find quality reels at various tackle shops, though the ultimate item in this category (Llymlaen) is a reward in the Totomostro mini-game (see page 310).

- **Lures:** There are many lures available in the game, and the one you need at any given time depends on various factors.

  - **Lure Type:** There are six main categories of lure, each proving particularly efficient in specific conditions: Popper lures are effective when seeking fish near the surface; Pencil lures are effective when fishing at dawn or dusk; Swisher lures bring sleepy fishing spots to life; Crankbait lures excel when there are underwater obstacles; Minnow lures are effective in clear waters; Vibration lures are ideal in wide areas.

  - **Lure Weight:** As a rule, the heavier a lure, the deeper it will go underwater, and the bigger the fish you will be likely to catch.

  - **Lure Color:** Generally speaking, fish are attracted by lures of a color close to their own. For example, the Poppeck: Red Chocobo is suited for the Garnet Snakehead species.

All of these factors need to be taken into account when you choose a lure. Fortunately, this process is greatly simplified by the availability of recommendations, as shown in the "Suited For" column of our Inventory table (see page 221). When there are multiple lure possibilities, all you have to do is choose the one most adapted to the environment (clear water, underwater obstacles, wide area, and so on).

Skill Level

Every time you successfully reel in a fish, Noctis receives skill points. The total he receives depends on the value of his catch, as revealed in the "Fish Overview" table. Whenever you reach specific milestones, Noctis levels up and enjoys a bonus for all future fishing sessions.

Skill Level Bonuses

SKILL LEVEL	BONUS
1	-
2	Fishing line wears down 25% less quickly when fish struggle.
3	Tackle shops offer a 10% discount on all items.
4	Chances of hooking a fish are increased by 25%.
5	Ability to catch bigger fish (up to 31.5 inches).
6	Tackle shops offer a 30% discount on all items.
7	Fishing line wears down 50% less quickly when fish struggle.
8	Chances of hooking a fish are increased by 50%.
9	Tackle shops offer a 50% discount on all items.
10	Ability to catch bigger fish (up to 59 inches).

Fish

Though catching a random fish is not particularly difficult, finding (let alone reeling in) the more advanced and uncommon specimens can be quite a challenge. To make this whole process far easier, we have prepared the following overview that shows you where, when, and how you are most likely to catch the fish of your dreams. In addition, we reveal how much SP each specimen will contribute to Noctis's skill progression, and how much EXP and AP they're worth once you have unlocked the corresponding Ascension abilities. Note that fish of the various Bluegill types are all considered as low-value species: you can catch them with any lure.

Fish Overview

NAME	FISHING SPOT(S)	SUITED LURE(S)	SP	EXP	AP	ITEM OBTAINED	RARITY	STAMINA	POWER
 Horned Bluegill	Crestholm Reservoir, Neeglyss Pond, Swainsmere, Forgotten Pool	◆ Any	3	10	0	Bluegill Scale	C	10,000	1
 Chipped Bluegill	Neeglyss Pond, Swainsmere, Forgotten Pool, Rachsia Bridge	◆ Any	3	10	0	Bluegill Scale	C	20,000	1.1
 Alstor Bass (small)	Crestholm Reservoir, Swainsmere, Malacchi Pond, Daurell Spring, Rachsia Bridge	◆ Bomber: Bomb ◆ Jumbo Tusk: Garulessa ◆ Fatal Roulette: Ahriman	3	10	0	Alstor Bass Bones	C	30,000	1.2
 Cygillan Sea Bass (small)	Gondola Marina	◆ Stormer: Focalor ◆ Stormer: Chert Focalor	3	10	0	Sea Bass Fillet	C	40,000	1.2
 Rainbow Trout (small)	Forgotten Pool, River Wennath, The Maidenwater	◆ Tidal Might Leviathan ◆ Knife T. Tonberry ◆ Whiskers: Pearly Moogle	3	10	0	Trout Fillet	D	30,000	1
 Giant Trevally (small)	Vannath Coast	◆ Poppeck: Chocobo ◆ Sweet Jamming: Flan ◆ Tidal Might Leviathan	3	10	0	Giant Trevally Fillet	B	30,000	0.8
 Glowing Barrelfish	Vannath Coast	◆ Fatal Roulette: Floating Eye	3	10	0	Barrelfish Scales	C	35,000	1.1
 Nebula Salmon	Rachsia Bridge, The Maidenwater	◆ Hot Breather: Green Dragon ◆ Hot Breather: Blue Dragon ◆ Knife T. Tonberry ◆ Big Blaze Bahamut	3	55	0	Nebula Salmon Fillet	B	80,000	2.2
 Snakehead	Malacchi Pond, Daurell Spring	◆ Poppeck: White Chocobo	5	15	0	Snakehead Teeth	C	50,000	1.3
 Cherrycomb Trout	River Wennath	◆ Whiskers: Crystal	5	15	0	Trout Fillet	C	40,000	1.2
 Glimmering Bluegill	The Vesperpool – East Bank, The Vesperpool – West Bank	◆ Any	5	15	0	Bluegill Scale	B	30,000	1.2

Fish Overview (Continued)

NAME	FISHING SPOT(S)	SUITED LURE(S)	SP	EXP	AP	ITEM OBTAINED	RARITY	STAMINA	POWER
 **Lucian Catfish**	Crestholm Reservoir, Neeglyss Pond, Swainsmere, Malacchi Pond	◆ Needle 1,000: Cactuar ◆ Needle 1,000: Metallicactuar	5	20	0	Catfish Barbel	C	50,000	1.2
 **Cleigne Brown Trout (small)**	Myrlwood Falls	◆ Burrower: Mad Pink Sandworm ◆ Burrower: Abyss Worm	5	35	0	Trout Fillet	B	30,000	1.2
 **Maiden Brook Trout**	The Maidenwater, Myrlwood Falls	◆ Deadly Waters: Sahagin	5	15	0	Trout Fillet	A	40,000	1.3
 **Galdin Trevally**	Vannath Coast	◆ Sweet Jamming: Mousse	5	15	0	Giant Trevally Fillet	B	27,500	1
 **Alstor Bass (big)**	Crestholm Reservoir, Neeglyss Pond, Swainsmere, Malacchi Pond, Daurell Spring, Rachsia Bridge	◆ Bomber: Bomb ◆ Jumbo Tusk: Garulessa ◆ Fatal Roulette: Ahriman	8	45	0	Alstor Bass Bones	C	55,000	1.9
 **Cygillan Sea Bass (big)**	Gondola Marina	◆ Stormer: Focalor ◆ Stormer: Chert Focalor	8	50	0	Sea Bass Fillet	C	80,000	1.7
 **Rainbow Trout (big)**	Forgotten Pool, River Wennath, The Maidenwater,	◆ Tidal Might Leviathan ◆ Knife T. Tonberry ◆ Whiskers: Pearly Moogle	8	10	0	Trout Fillet	D	50,000	1.8
 **Garnet Snakehead**	Malacchi Pond, Daurell Spring, The Vesperpool – West Bank	◆ Poppeck: Red Chocobo ◆ Jumbo Tusk: Garula	8	40	0	Snakehead Teeth	C	60,000	1.7
 **Giant Trevally (big)**	Vannath Coast	◆ Poppeck: Chocobo ◆ Sweet Jamming: Flan ◆ Tidal Might Leviathan	8	60	0	Giant Trevally Fillet	B	50,000	1.5
 **Fan Bluegill**	The Vesperpool – West Bank	◆ Any	8	25	0	Bluegill Fin	A	40,000	1.3
 **Crag Barramundi**	Neeglyss Pond, The Vesperpool – East Bank	◆ Sweet Jamming: Custard ◆ Bomber: Ice Bomb ◆ Ranker Tonberry ◆ Tidal Might Leviathan	8	30	0	Barramundi Fillet	A	50,000	1.6
 **Chrome Rainbow Trout**	River Wennath, Myrlwood Falls	◆ Hot Breather: Blue Dragon	12	100	1	Trout Fillet	A	80,000	1.8
 **Phoenix Bass**	Daurell Spring, The Vesperpool – East Bank	◆ Bomber: Thunder Bomb ◆ Fatal Roulette: Bloody Eye	12	70	1	Phoenix Bass Bladder	B	65,000	1.8
 **Zipper Barramundi**	Rachsia Bridge	◆ Deadly Waters: Coraldevil	12	75	1	Barramundi Fillet	B	60,000	1.9
 **Cleigne Brown Trout (big)**	Myrlwood Falls	◆ Burrower: Mad Pink Sandworm ◆ Burrower: Abyss Worm	12	35	1	Trout Fillet	B	80,000	1.9
 **Jade Snakehead**	Daurell Spring	◆ Giant Needle 10,000: Gigantuar ◆ Jumbo Tusk: Green Garula ◆ Stinker: Great Malboro ◆ Giant Needle 10,000: Gold Gigantuar	12	85	1	Snakehead Scales	B	70,000	1.9
 **Lucinian Sea Bass**	Gondola Marina	◆ Stormer: Purple Belly Focalor ◆ Knife T. Tonberry	12	95	1	Sea Bass Fillet	C	100,000	1.6
 **Striped Barramundi**	Caem Shore	◆ Stormer: Focalor ◆ Stormer: Chert Focalor ◆ Stormer: Purple Berry Focalor	17	180	2	Barramundi Fillet	A+	100,000	2
 **Callatein Brook Trout**	River Wennath, Myrlwood Falls	◆ Burrower: Green Sandworm ◆ Whiskers: Chocolate	17	80	2	Trout Fillet	A	70,000	1.6
 **Dark Allural Sea Bass**	Caem Shore	◆ Deadly Waters: Sea Devil ◆ Big Blaze Bahamut	17	160	2	Sea Bass Fillet	A	120,000	1.8
 **Sapphire Snakehead**	The Vesperpool - East Bank, The Vesperpool - West Bank	◆ Stinker: Great Malboro ◆ Giant Needle 10,000: Gold Gigantuar ◆ Giant Needle 10,000: Metal Gigantuar	17	140	2	Snakehead Scales	A	90,000	2.1
 **Golden Catfish**	Crestholm Reservoir, The Vesperpool – East Bank, The Vesperpool – West Bank	◆ Needle 1,000: Gold Cactuar	17	120	2	Catfish Barbel	A	100,000	1.7
 **Platinum Myrltrout**	Myrlwood Falls	◆ Gemlight: Caster Carbuncle	23	200	3	Trout Fillet	A+	100,000	2.2
 **Tide Grouper**	Caem Shore, Gondola Marina	◆ Ranker Tonberry ◆ Hot Breather: Red Dragon ◆ Big Blaze Bahamut	23	400	5	Tide Grouper Fillet	A	180,000	2
 **Vesper Gar**	The Vesperpool – West Bank	◆ Ranker Tonberry ◆ Stinker: Malboro ◆ Stinker: Malbodoom	23	300	4	Vesper Gar Fillet	B	150,000	2.1
 **King Catfish**	Neeglyss Pond	◆ Invincible Iron Giant	30	500	6	King Catfish Heart	A++	300,000	2.5
 **Murk Grouper**	Vannath Coast	◆ Burrower: Abyss Worm	30	600	7	Murk Grouper Eye	A++	350,000	2.7
 **Noble Arapaima**	The Vesperpool – East Bank	◆ Giant Needle 10,000: Gold Gigantuar ◆ Big Blaze Bahamut	40	1,000	12	Arapaima Scales	A++	400,000	2.5
 **Pink Jade Gar**	Daurell Spring	◆ Big Master Typhon	40	800	10	Jade Gar Mirrorscale	A+	300,000	2.8





1 **Tabby's Tackle Shack**

2 **Bert's Bobbers 'n' Stuff**

3 **Dory of the Deep**

4 **Bob's Bait Emporium**

5 **Gondola Marina**
Cygillan Sea Bass, Lucinian Sea Bass, Tide Grouper

6 **Vannath Coast**
Giant Trevally, Galdin Trevally, Murk Grouper, Glowing Barrelfish

7 **Crestholm Reservoir**
Horned Bluegill, Lucian Catfish, Alstor Bass, Golden Catfish

8 **Neeglyss Pond**
Horned Bluegill, Chipped Bluegill, Lucian Catfish, Alstor Bass, Crag Barramundi, King Catfish

9 **Swainsmere**
Horned Bluegill, Chipped Bluegill, Lucian Catfish, Alstor Bass



10 — Malacchi Pond
Alstor Bass, Lucian Catfish, Snakehead, Garnet Snakehead



11 — Forgotten Pool
Horned Bluegill, Chipped Bluegill, Rainbow Trout

12 — Daurell Spring
Snakehead, Garnet Snakehead, Jade Snakehead, Alstor Bass, Phoenix Bass, Pink Jade Gar

13 — River Wennath
Cherrycomb Trout, Rainbow Trout, Callatein Brook Trout, Chrome Rainbow Trout

14 — Rachsia Bridge
Chipped Bluegill, Zipper Barramundi, Alstor Bass, Nebula Salmon

15 — The Maidenwater
Rainbow Trout, Maiden Brook Trout, Nebula Salmon

16 — Caem Shore
Striped Barramundi, Tide Grouper, Dark Allural Sea Bass

17 — The Vesperpool – East Bank
Glimmering Bluegill, Phoenix Bass, Crag Barramundi, Golden Catfish, Sapphire Snakehead, Noble Arapaima

18 — The Vesperpool – West Bank
Glimmering Bluegill, Fan Bluegill, Golden Catfish, Garnet Snakehead, Sapphire Snakehead, Vesper Gar

19 — Myrlwood Falls
Cleigne Brown Trout, Platinum Myrltrout, Maiden Brook Trout, Callatein Brook Trout, Chrome Rainbow Trout

Survival

Gladio's survival skill enables you to find items after battles while traveling the world. All enemies in an encounter must be defeated in order to trigger this skill's effect.

Skill Level

Survival levels up in accordance with the number of steps that you take. More precisely, Gladio obtains SP based on the difference between two counters: "Current Step Total" and "Step Total at Previous Rest".

The following two points summarize the underlying mechanics.

- Gladio's survival level determines both the probability of finding an item, as well as what the item could be. As survival increases, the selection of items improves.
- The number of steps that Noctis has taken since Gladio last found an item influences the chance that he will find another after a subsequent fight.

Reward Probability

There is a chance that Gladio will find an item after every battle where all enemies in the red combat zone have been defeated. The probability is determined primarily by the number of steps that Noctis has taken since the previous bout of combat. The probability of a successful survival check ("***p***"), resulting in a reward item, is calculated as:

$$p = (10 + \text{Skill Level})/100$$

As the number of steps taken between each battle increases, you gradually acquire a greater chance to procure a reward. The number of times the game performs this calculation ("***n***") is determined as:

$$n = (\text{Current Step Total} - \text{Step Total After Previous Battle}) \times 0.01$$

In other words, the game performs the ***p*** calculation ***n*** times. As soon as this results in a success, the process stops and you gain an item. You can only ever receive one item per battle. Therefore, the final reward probability ("***r***") per battle is:

$$r = 1 - (1 - p)^n$$

Reward Type

The contribution of Gladio's survival level to the overall chance that an item is found is actually very small. Instead, survival level determines the *type* of item you will receive. Here there is also a probability distribution, where each level has its own pool of possible items, and higher levels result in more valuable items. The full breakdown is listed in the accompanying table.

Survival Rewards

LEVEL	REWARDS & PROBABILITIES
1	• 45%: Potion • 25%: Fossil Shell • 15%: Beetle Shell, Antidote • 5%: Glass Gemstone
2	• 40%: Potion • 20%: Antidote • 15%: Fossil Shell, Beetle Shell • 10%: Remedy
3	• 25%: Potion • 20%: Hi-Potion • 15%: Remedy • 10%: Fossil Shell, Beetle Shell, Rare Coin, Antidote
4	• 20%: Hi-Potion, Ether • 15%: Remedy • 10%: Beetle Shell, Debased Silverpiece, Rare Coin, Antidote • 5%: Fossil Shell
5	• 20%: Hi-Potion, Ether, Elixir • 10%: Beetle Shell, Rare Coin, Debased Silverpiece, Remedy
6	• 20%: Hi-Potion • 15%: Elixir, Hi-Elixir • 10%: Rare Coin, Debased Banknote, Remedy, Ether • 5%: Glass Gemstone, Beetle Shell
7	• 15%: Elixir, Hi-Elixir, Phoenix Down • 10%: Glass Gemstone, Rare Coin, Debased Banknote, Hi-Potion, Ether • 5%: Beetle Shell
8	• 20%: Mega-Potion, Phoenix Down • 15%: Hi-Elixir • 10%: Glass Gemstone, Rare Coin, Debased Banknote, Elixir • 5%: Beetle Shell
9	• 20%: Phoenix Down • 15%: Mega-Potion, Hi-Elixir • 10%: Glass Gemstone, Rare Coin, Debased Banknote, Elixir • 5%: Beetle Shell, Megalixir
10	• 20%: Phoenix Down • 15%: Hi-Elixir, Mega-Potion • 10%: Rare Coin, Debased Banknote, Elixir • 5%: Glass Gemstone, Platinum Ingot, Beetle Shell, Megalixir

Cooking

Ignis's cooking skill information is largely covered in the Inventory chapter (see page 211).

To make the most of food-based effects, you should aim to unlock Ignis's Aftertaste nexuses early in the story. This will enable you to extend the duration of food effects derived from meals eaten at havens, as detailed here:

- **Default:** until nightfall (up to 12 hours)
- **Aftertaste (18 AP):** until sunrise on the following day (up to 24 hours)
- **Lingering Aftertaste (99 AP):** until nightfall on the following day (up to 36 hours)
- **Persistent Aftertaste (333 AP):** until sunrise on the day after next (up to 48 hours)

Photography

Prompto's photography skill provides mementos of each day in Eos that you can peruse whenever the party rests. Every picture taken rewards him with SP. Improving Prompto's skill level unlocks additional shooting techniques and color filters for your photographs. Though his photographs will sometimes contain stills taken in the heat of battle, the skill has no effect on combat performance.

Photography: Skill Level Overview

LEVEL	IMPROVEMENT
1	Default
2	Filter: Roadtrip
3	Filter: Memory
4	Skill: Self-portrait
5	Filter: Dawn
6	Skill: Prompto can take photos even when in Danger
7	Filter: Bloom
8	Skill: Prompto can take photos even when he's busy
9	Filter: Journey
10	Skill: Prompto can include himself in group pictures

Photography: SP Rewards

ACTION	SP
Automatic photo	5
Snapshot (Prompto's combat technique)	5
Group picture	20
Complete a Tour sidequest with Prompto	20

MINI-GAMES

Justice Monsters Five

Rules

Justice Monsters Five is a popular game in the world of *Final Fantasy XV*. Available in all Crow's Nest Diners (and in the café where Alessio can be found in Altissia), this mini-game could be described as a variant of pinball. It requires you to fire projectiles named orbs at enemy orbs in an attempt to destroy them by fully depleting their HP bars.

Defeating all enemy orbs in a wave enables you to reach the next wave. A boss encounter occurs every few waves, pitting you against a more robust target. You begin with a set of four random orbs, and the game ends whenever all four of them run out of HP. Each orb's HP is represented by the semi-circular green gauge to the left side of its icon.

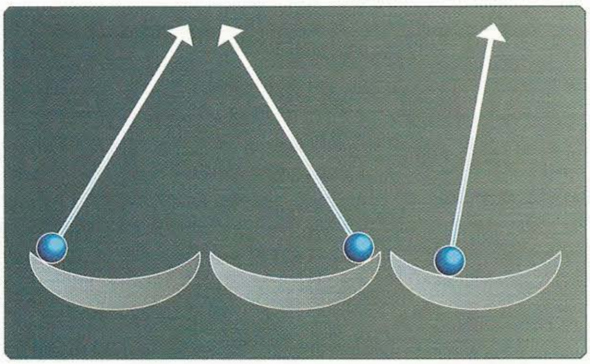
Controls & Basics

The game's controls are listed in the following table.

Justice Monsters Five Controls

PS4	XBOX ONE	SUMMARY
⊗	Ⓐ	Tap to shoot, hold to charge. A charged orb uses one of three special properties: burst, climb, or pierce
Ⓛ	Ⓛ	While shooting or charging: slice an orb, giving it a spin that affects the trajectory it follows
L1/R1	LB/RB	Select orb
△	Ⓨ	Swap orb
▢	Ⓧ	Use Hero Tech
◎	Ⓑ	Quit

Though this might not be immediately apparent, Justice Monsters Five is game that requires very precise timing. Your success is based on your ability to shoot your orb at the right moment as it moves back and forth on the arc-shaped bumper at the bottom of your screen. If you shoot while the orb is on the left end of the bumper, it will be propelled toward the right side of the board, and vice versa. In short: any shot will go in a direction inversely proportional to how far to the side of the bumper it is when you shoot. This process is illustrated in the following diagram:



The next step is to familiarize yourself with the various types of attacks at your disposal:

◇ **Simple Shot:** Tap ⊗/Ⓐ to shoot an orb. Simple shots are fired instantly, with no delay, and can be performed in rapid succession to quickly eliminate nearby enemies.

◇ **Charged Shot:** Hold ⊗/Ⓐ then release to launch your orb's special attack. A charged shot is fired after a delay, which you need to take into account to time your strikes. Each orb has one of three possible charged properties, as shown by the letter in the bottom-left corner of its icon:



Justice Monster Five: Charged Shots

ICON	MEANING
B	**Burst:** shot explodes upon impact, dealing additional damage
C	**Climb:** shot runs up walls, enabling you to hit enemies from behind when there is no object blocking progression on the way
P	**Pierce:** shot penetrates enemies, which is effective both against weak points and to hit multiple aligned targets

◇ **Hero Tech:** Whenever the blue tech bar on the right-hand side of an orb's icon is full, you can press ▢/Ⓧ to unleash its Hero Tech – the creature's ultimate power. Depending on the nature of the orb, this can be anything from a healing spell to a devastating attack. Note that it can be extremely beneficial to use the Hero Tech of an orb that is not currently on the board: by selecting a different orb (but not swapping to it) before using the Hero Tech ability, the selected orb joins the game for a short time after using its Hero Tech. This enables you to have a markedly stronger offence with two orbs on the board at once.

Last but not least, it is essential that you pay attention to enemy attacks. At regular intervals, you will see colored beams radiating from your opponents: these represent harmful blows that you need to dodge by timing your shots appropriately. The intervals between enemy assaults tend to be relatively lengthy, though, leaving you with plenty of time to aim or even to perform multiple quick shots in rapid succession. If you fail to avoid an attack, it causes damage to your orb, reducing its life total.

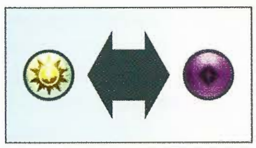
Elements & Orbs

Justice Monsters Five has a rotating roster of default orbs. In addition to these, you can unlock more orbs by playing the app version of the game. Each orb is naturally infused with an element (as revealed by the element icon appearing next to each creature's level), so it is in your interests to identify which creature you are currently aiming at and use an orb of the opposed element to inflict maximum damage.

◇ Fire is strong against Earth, which is strong against Lightning, which is strong against Water, which is strong against Fire.



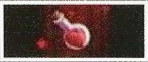
◇ Light is strong against Dark, and vice versa.



In-Game Events

During games, various events can occur based on your actions. This includes a slot machine mini-game that confers various bonuses when you obtain two or three identical symbols.

In-Game Events

ICON	MEANING
COMBO	A combo is triggered when you hit an enemy at least twice within three seconds. The more a combo grows, the more damage each subsequent blow deals.
(•)	Bosses have weak points that are indicated with this icon. Striking a weak point deals massive damage.
	A reward that restores a small amount of HP to all orbs.
	A reward that restores a medium amount of HP to all orbs.

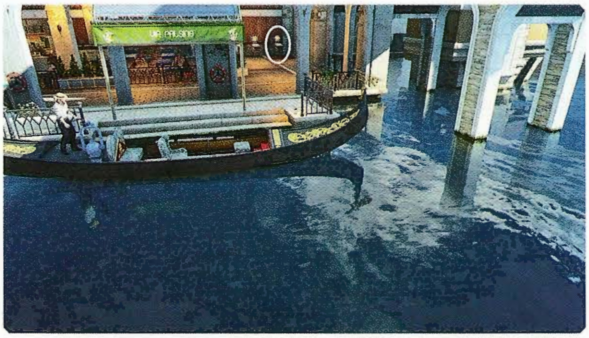
Justice Slots

ICON	EFFECT
	• 2 Slots out of 3 – Restores 50% HP to all orbs • 3 Slots out of 3 – Restores 100% HP to all orbs
	• 2 Slots out of 3 – Reduces current HP of enemies by 20% • 3 Slots out of 3 – Reduces current HP of enemies by 50%
	• 2 Slots out of 3 – Fills all orb tech bars by 50% • 3 Slots out of 3 – Completely fills all orb tech bars
	• 2 Slots out of 3 – Grants two treasure chests upon stage completion • 3 Slots out of 3 – Grants five treasure chests upon stage completion
	• 2 Slots out of 3 – Grants 30,000 bonus points • 3 Slots out of 3 – Grants 100,000 bonus points

Boards

Each wave takes place on a board with a unique layout. Much like in a game of pinball, environmental features will cause your orbs to bounce or potentially alter their trajectory. Learning to identify these hazards is essential. The ideal scenario, generally speaking, is to fire shots along optimal paths that avoid unwanted collisions in order to attack your targets from behind, where multiple bounces can generate large combos. You will also occasionally encounter kickout holes on certain boards: these will briefly trap your orb then release it, potentially increasing your chances to strike enemies from behind.

Rewards



The rewards you obtain by playing Justice Monsters Five depend on the amount of treasure chests you earn during each game, as shown in the upper-left corner of the screen: the more chests, the better your reward. They also depend on whether you are playing on a standard machine, where each game costs 10 Gil (all machines in Lucis, and all but one in Altissia), or on the unique, special machine near Alessio in Altissia, where each game costs 10,000 Gil (see the screenshot at the bottom of the page).

Most of the items you can obtain are accessories, some of which are quite valuable. The mini-game's ultimate reward, though, is a treasure called Wind-up Lord Vexxos, as shown in the table below. You can either sell this for half a million Gil, or use it as one of the most potent spellcrafting catalysts in the entire game (see page 274).

Justice Monsters Five is also available as an app for smart devices. Playing on the app will reward you with additional orbs in the main game as well as a decal for the Regalia.

Reward Overview

CHESTS	REWARD (10-GIL GAME)	REWARD (10,000-GIL GAME)
99	Celestriad	Wind-up Lord Vexxos
90	Emerald Bracelet	Onion Bangle
80	Platinum Bangle	Dark Matter Bracelet
70	Ruby Bracelet	Assist Suit
60	Oracle Earring	Gigas Bangle
50	Gold Bangle	Blue Diamond Bracelet
45	Sapphire Bracelet	Legatus Bangle
40	Mega Phoenix	Moogle Charm
35	Titanium Bangle	Mystic Circlet
30	Amethyst Bracelet	Centurion Bangle
25	Carbon Bangle	Emerald Bracelet
20	Garnet Bracelet	Platinum Bangle
15	Hi-Elixir	Ruby Bracelet
10	Elixir	Mega Phoenix
5	Hi-Potion	Hi-Potion
2	Potion	-

Totomostro

If you take the gondola from the station in the northeast of Altissia (under the Parco Listro Sud canopy), you will reach Arena Galviano – a colosseum where "Totomostro" tournaments are held.

In this mini-game, your goal is to earn medals by betting on the outcome of battles involving groups of monsters. In short, you select the team that you believe is most likely to win, and you wager Galviano medals – the arena's currency. If your prediction is right, you receive medal winnings equivalent to your bet multiplied by the odds. If your prediction is wrong, you lose your wager. If you gamble well and accumulate medals, you can then trade them for prizes, including valuable auto parts.

Medals

Medals are the mini-game's currency, used to place wagers and offered as a reward for successful bets. The first thing you need to do when you play for the first time is to purchase some medals, at a cost of 10 Gil apiece.

We suggest that you buy as many as you can afford. To optimize returns on your investment of both time and Gil, it makes sense to take risks. Feel free to play a few basic test runs with nominal amounts at stake, but once you are familiar with the system, big wagers are the way to earn the best rewards. You can naturally save before you head to the arena, then reload your game in the event that things go awry.

Wager

Once you are ready to play, select the Wager option to reach the Teams screen. This is where the monster contenders are introduced. There are three factors that you can use to decide which team you will bet on:

◇ **Odds:** This numerical value represents the ratio between the amounts staked by all betters. The greater this number, the better your potential reward will be. As a rule, though, high odds indicate greater risks, so consider all other factors before you wager all your medals.

◇ **Condition:** This represents the physical form of each team. The more blue arrows in the gauge (⏫), the better they will perform.

◇ **Team Composition:** This is probably the most important information of all. Based on your own experience in the main game, you should have a solid understanding of how each monster might perform, particularly in terms of their resilience, attack power, and attack frequency. Another vital consideration is area-of-effect techniques; this can be critical when a single creature such as a Dualhorn faces a horde of weaker foes. Level is often the key attribute to take into account, though. You might automatically think to back a pack of creatures against a single beast, but if that individual monster is several levels higher, it will generally prevail. Use this knowledge to make informed decisions and you will be surprised by how often your predictions prove correct.

Once you have chosen a team, you have one last chance to adjust your wager. If you are ready, select Begin Match to proceed.

Battles

Totomostro battles are gladiatorial bouts in which you do not play a direct part. Monsters fight on their own, positioning themselves and attacking as directed by their AI routines. There is, however, one way to influence the outcome: by cheering with Horns.

Horns can be purchased from the merchant who has a stall a few steps from the gondola station that leads to the Arena Galviano. Their effects and prices are listed in the following table.

Horns

HORNS	NAME	EFFECT	COST (GIL)
	**Horn of Resolve**	Increases the supported team's attack.	30,000
	**Horn of Tenacity**	Increases the supported team's defense.	24,000
	**Horn of Fortitude***	Heals the supported team.	-
	**Horn of Cleansing**	Cures the supported team of status ailments.	8,000
	**Horn of Madness**	Increases the supported monster's strength, but decreases its defense.	18,000

* Available by default

You can cycle through horns with L1 & R1 / LB & RB. You have an opportunity to blow one at regular intervals: all you have to do is press ◎/B repeatedly when the corresponding prompt appears on your screen. The effect of the horn occurs once you fill the gauge completely.

Even if you find the prices a bit steep, rest assured that horns are very potent and can turn the tide of many battles. Blowing the Horn of Resolve and Horn of Tenacity at the beginning of a round gives your team a significant edge. Using the other three contextually can also save your monsters from defeat.

High-risk wagers combined with clever use of horns make it possible to acquire the maximum amount of medals in just a few games, and therefore to purchase the best prizes.

Outcomes

At the end of each game of Totomostro, there are three possible outcomes:

◇ **Your Team Won:** The medals that you wagered are multiplied by the odds and the updated balance is returned.

◇ **Your Team Lost:** All the medals that you wagered are permanently lost. If you bankrupt yourself with a bold stake, consider loading your previous save file and trying again.

◇ **Draw:** If at least one member of two different teams is still standing when the timer expires, the bout ends in a draw. Your original wager is returned.

Prizes

Prize Overview

ITEM	NOTES	COST (MEDALS)
Magitek Generator*	Auto part that eradicates the need for fuel	3,600,000
Diamond Bracelet	An accessory which increases strength considerably	1,250,000
Big Bang*	Decal set for the Regalia	450,000
Mythic Color Samples*	Color sample book for the Regalia	360,000
Arapaima Roe	An item that can be sold for 50,000 Gil, or used as either an ingredient in a very beneficial meal or as a powerful Elemancy catalyst	240,000
Enforcer	A firearm with an improved critical hit rate	180,000
Precision Lance	A polearm with an improved critical hit rate	120,000
Llymlaen*	A fishing reel which offers the ultimate angling experience	85,000
Big Master Typhon	A vibration lure for the fishing mini-game	45,000
Silver Bangle	An accessory which increases HP moderately	34,000
Turbocharger*	Auto part that increases the Regalia's top speed	15,000
Coeurl Whiskers	A treasure that can be sold for 1,500 Gil or used as a Killcast catalyst with decent duplicating capabilities	7,500
Great Garula Tusk	A treasure that can be sold for 1,700 Gil or used as a Tricast catalyst with decent duplicating capabilities	2,500

*Can be obtained only once

EXTRAS

This short final chapter offers a small assortment of features to extend your *Final Fantasy XV* experience, including a dedicated guide to unlocking all Trophies and Achievements.

A word of warning: the pages that follow contain **spoilers**. If you have yet to complete the main storyline, we strongly suggest that you read no further.



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TROPHIES & ACHIEVEMENTS

Final Fantasy XV's collection of Trophies and Achievements offer a good blend of story and gameplay milestones.

Main Story Accolades

ICON	NAME	TROPHY	G	UNLOCK CONDITION
	Insomnia's Waking Nightmare	Bronze	10	Reach Chapter 01 (see page 34).
	Departure	Bronze	10	Complete Chapter 01 (see page 34).
	No Turning Back	Bronze	10	Complete Chapter 02 (see page 42).
	The Open World	Bronze	10	Complete Chapter 03 (see page 50).
	Living Legend	Bronze	10	Complete Chapter 04 (see page 58).
	Dark Clouds	Bronze	10	Complete Chapter 05 (see page 62).
	A Way Forward	Bronze	10	Complete Chapter 06 (see page 68).
	Party of Three	Bronze	10	Complete Chapter 07 (see page 72).
	Seaworthy	Bronze	10	Complete Chapter 08 (see page 78).
	Callings	Bronze	10	Complete Chapter 09 (see page 82).
	The Heart of a King	Bronze	10	Complete Chapter 10 (see page 88).
	In the Dark	Bronze	10	Complete Chapter 11 (see page 92).
	End of Days	Bronze	10	Complete Chapter 12 (see page 94).
	Redemption	Bronze	10	Complete Chapter 13 (see page 96).
	Homecoming	Silver	50	Complete Chapter 14 (see page 106).
	Chosen King	Gold	110	Defeat Ifrit on Normal difficulty (see page 109).

Sidequest & Mini-Game Accolades

ICON	NAME	TROPHY	G	UNLOCK CONDITION
	High Five for Justice!	Bronze	10	Play the Justice Monsters Five mini-game. You can find machines at all Crow's Nest restaurants and in Altissia.
	Spinning a Yarn I	Bronze	10	Complete one sidequest (see page 112).
	Spinning a Yarn II	Bronze	10	Complete five sidequests.
	Spinning a Yarn III	Bronze	10	Complete 10 sidequests.
	Spinning a Yarn IV	Bronze	10	Complete 20 sidequests.
	Spinning a Yarn V	Bronze	10	Complete 40 sidequests.
	Weaving a Tapestry	Silver	50	Complete 80 sidequests.
	My First Hunt	Bronze	10	Complete a hunt. You can unlock this at the beginning of the game. Accept Takka's first hunt at Hammerhead's diner and eliminate the designated targets a short distance away (see page 135).
	Tortoise Toppler	Gold	110	Defeat an Adamantoise. This can be accomplished as part of Cindy's **Let Sleeping Mountains Lie** sidequest, available from Chapter 09 onwards. This is a high-level task, however, that requires very specific preparations – turn to page 174 for details.
	The World Wanderer	Platinum	-	Unlock all other Trophies (PlayStation 4 only).

Combat Accolades

ICON	NAME	TROPHY	G	UNLOCK CONDITION
	Just Hangin' Around	Bronze	10	Point-warp to a blue marker position during a battle. You will probably unlock this when you rescue Dave during **Hunter Becomes the Hunted** at the beginning of the game.
	Brother-in-Arms	Bronze	10	Order an ally to perform a Technique. This can be achieved fairly early in the story: simply hold L1/LB and select the corresponding ally's command with ○ once the tech bar is sufficiently filled (see page 22).
	Blind Spot	Bronze	10	Perform a Blindside Link. Fight close to your allies while behind an enemy and this will happen automatically (see page 290).
	Noct You Like a Hurricane	Bronze	10	Perform a Parry Link. This happens automatically and randomly when you successfully parry enemy attacks with allies nearby. To parry, hold □/X when the corresponding prompt appears on your screen, then follow up by pressing ○/B in a timely manner (see page 16).
	The Power of Kings	Bronze	10	Unleash Noctis's Armiger. This becomes possible once you clear the Glacial Grotto dungeon during Chapter 03. Once your circular gauge is full, press L1 + R1/LB + RB to deploy Armiger (see page 21).
	Magical Worker	Bronze	10	Craft a spell. This is performed in the Elemancy menu and simply requires one unit of elemental energy, which you can absorb from any deposit found close to a haven (among other places; see page 274).
	Black Mage	Bronze	10	Cast a spell. Once you have crafted a spell, equip it in the Gear menu and you can then use it in battle (see page 274).
	Divine Intervention	Bronze	10	Summon an Astral. This can be achieved from Chapter 05 onwards. Astrals are available in specific locations once particular conditions have been met (see page 291 for details). When a prompt invites you to summon one, simply hold L2/LT for several seconds until the animation begins.

Character Progression Accolades

ICON	NAME	TROPHY	Ⓖ	UNLOCK CONDITION
	Quadruple Threat	Bronze	10	Equip a weapon in all four of Noctis's Primary Arms slots. This can easily be achieved from the Gear menu once you have four different weapons in your inventory.
	Faithful Heir	Silver	50	Obtain all 13 Royal Arms. While you will acquire over half of them during the main story, the others are hidden in the depths of optional dungeons, making this a late-game task. Refer to our section on Royal Arms and Dungeons for detailed guidance (see page 176).
	New Power	Bronze	10	Learn your first ability. This can be achieved very early in the game. Open the Ascension menu and unlock a cheap ability such as Airstep in the Combat tree.
	Self-Improved	Silver	50	Unlock any 20 nexuses. You can find a complete overview of all Ascension development trees and the related costs on page 295.
	Self-Mastered	Gold	110	Unlock 50 nexuses in the Ascension trees. Turn to page 295 for details.

Skill Accolades

ICON	NAME	TROPHY	Ⓖ	UNLOCK CONDITION
	Angling Rookie	Bronze	10	Raise Noctis's fishing skill to Level 2 (see page 304).
	Survival Rookie	Bronze	10	Raise Gladio's survival skill to Level 2 (see page 308).
	Photo Rookie	Bronze	10	Raise Prompto's photography skill to Level 2 (see page 308).
	Cooking Rookie	Bronze	10	Raise Ignis's cooking skill to Level 2 (see page 308).
	Angling Expert	Bronze	10	Raise Noctis's fishing skill to Level 10 (see page 304).
	Survival Expert	Bronze	10	Raise Gladio's survival skill to Level 10 (see page 308).
	Photo Expert	Bronze	10	Raise Prompto's photography skill to Level 10 (see page 308).
	Cooking Expert	Bronze	10	Raise Ignis's cooking skill to Level 10 (see page 308).
	Immortal Photobomb	Bronze	10	Catch an image of Gentiana in a photo. Prompto can do this automatically at random when you are in Lucis after you complete the Trial of Ramuh during Chapter 05. The picture can only be taken between 06:00 and midnight, and the chances for this to happen increase with the time your party stays awake: the longer they spend without resting, the higher the probability.

Transportation Accolades

ICON	NAME	TROPHY	Ⓖ	UNLOCK CONDITION
	Learner's Permit	Bronze	10	Drive the Regalia in manual mode. This can be achieved for the first time during Chapter 01, when the car is repaired after completing **The Mutant Marauder** (see page 34).
	Chocobo Jockey	Bronze	10	Ride a chocobo. This becomes possible after completing **A Behemoth Undertaking** (see page 50).
	Regalia Pilot	Silver	50	Drive the Regalia Type-F. This becomes possible after completing the game and loading your newly created save file that enables you to return to Lucis in a Chapter 15 epilogue. If you have cleared Formouth Garrison and picked up the Strange Engine collectible, return to Cindy to unlock this upgrade (see page 154).

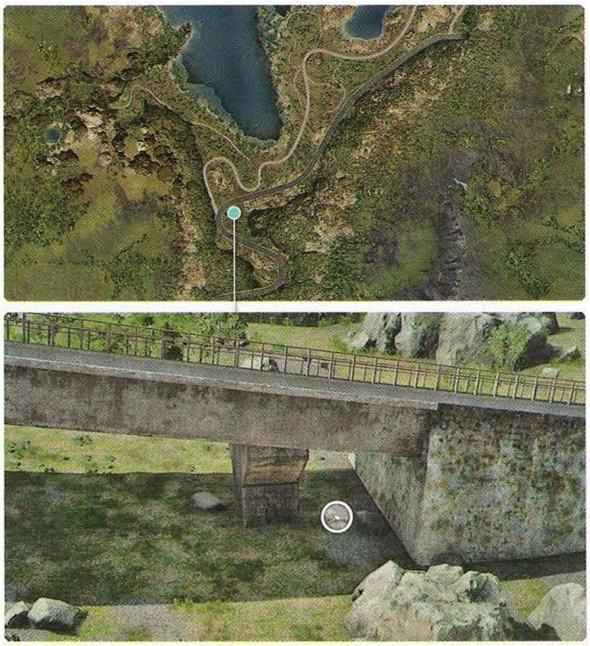
SECRETS

Secret Magazines

There are two secret magazines that you can interact with to unlock new cooking recipes for Ignis. These are very hard to find without help, though the following visuals should make for an easy search.



- **Location:** To the east of Coernix Station – Cauthess, inside a small wooden building.
- **Recipe Unlocked:** Royal Road Paella (see page 213).



- **Location:** Hidden under the road bridge, directly to the south of the Vesperpool.
- **Recipe Unlocked:** Hearty Cutlet on Rice (see page 213).

Secret Chocobo Collectibles

There are seven secret collectibles hidden on the chocobo race courses. However, these can only be picked up *during* specific races, and some only appear when specific weather or time conditions apply. Obtaining these items unlocks new plumage colors for your mounts at the nearby Chocobo Salon.

You can find all relevant details in the accompanying table and annotated map. Note that these collectibles are all located outside of their respective race courses. To retrieve them, forget about the race in progress, and slowly scour the specified location until you notice an item lying on the ground. You can pick it up simply by walking over it, and get to keep each item irrespective of the race's outcome.



Secret Collectibles

ITEM	AVAILABILITY/CONDITIONS
Cieldalaes Pear	Race vs. Prompto or Full Field, or Chocobo Hoops: Grange Gallop
Xelphatol Pear	Race vs. Gladio or Iris
Han Pear	Race vs. Ignis, or Chocobo Hoops: Rocky Road
Doman Pear	Race vs. Prompto or Ignis (rainy weather)
Mamook Pear	Any Hoop race (rainy weather)
O'Ghomoro Pear	Race vs. Prompto, Ignis, or Full Field at night (between 20:30 and 03:59)
Val Pear	Chocobo Hoops: Rocky Road at night (between 20:30 and 03:59)



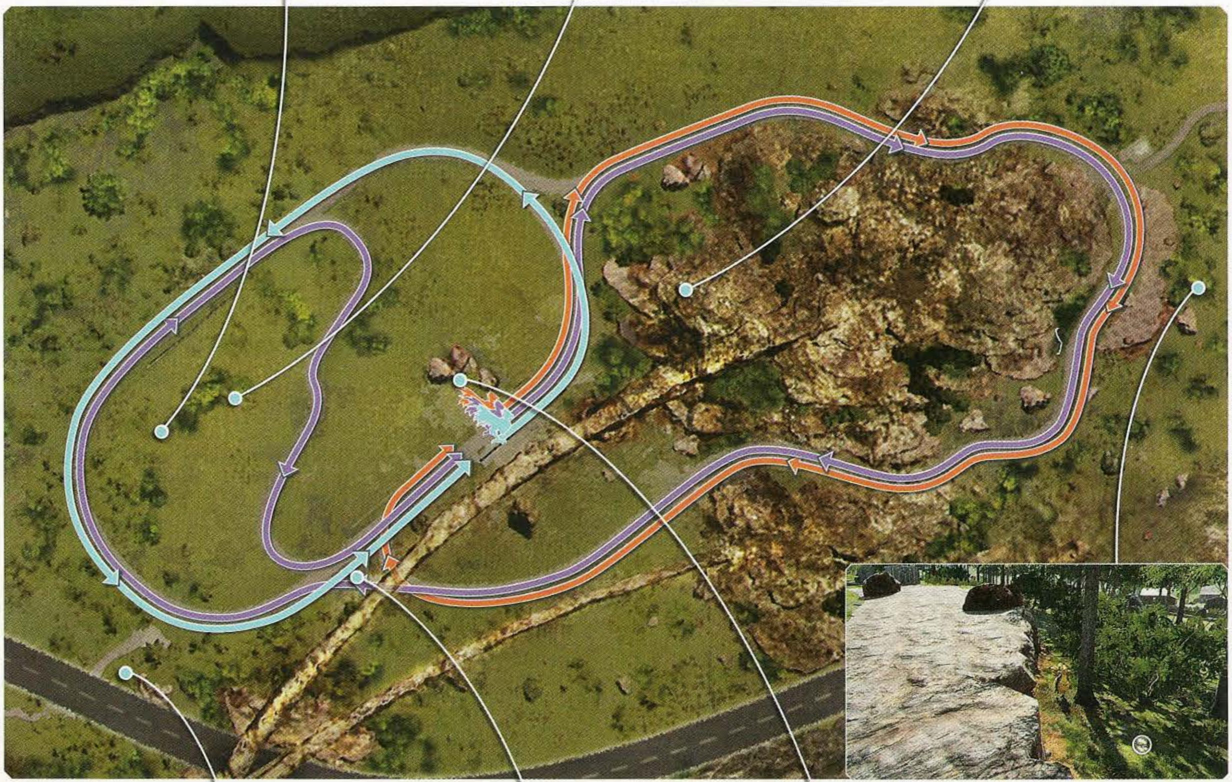
HAN PEAR



DOMAN PEAR



VAL PEAR



XELPHATOL PEAR



O'GHOMORO PEAR



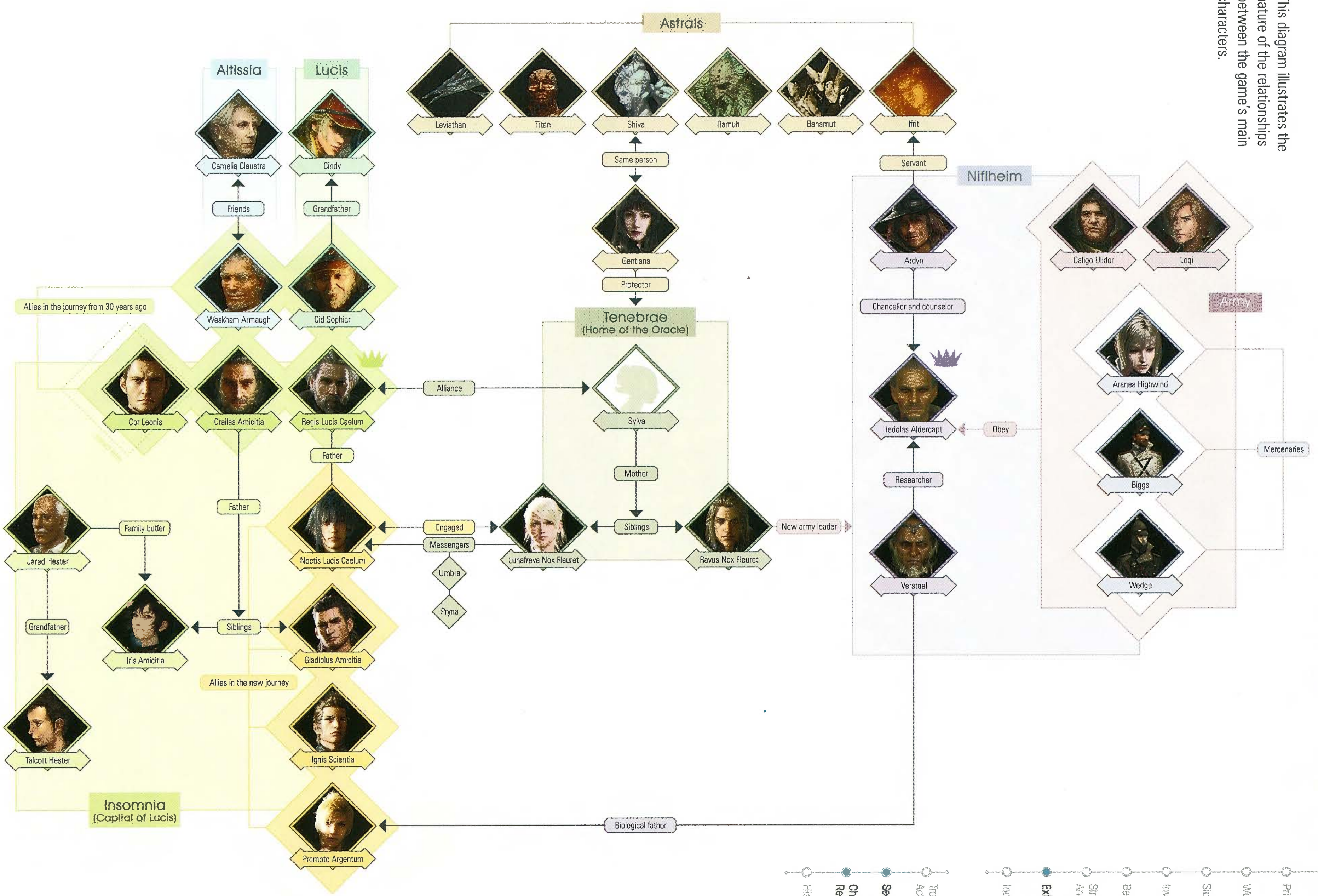
CIELDALAES PEAR



MAMOOK PEAR

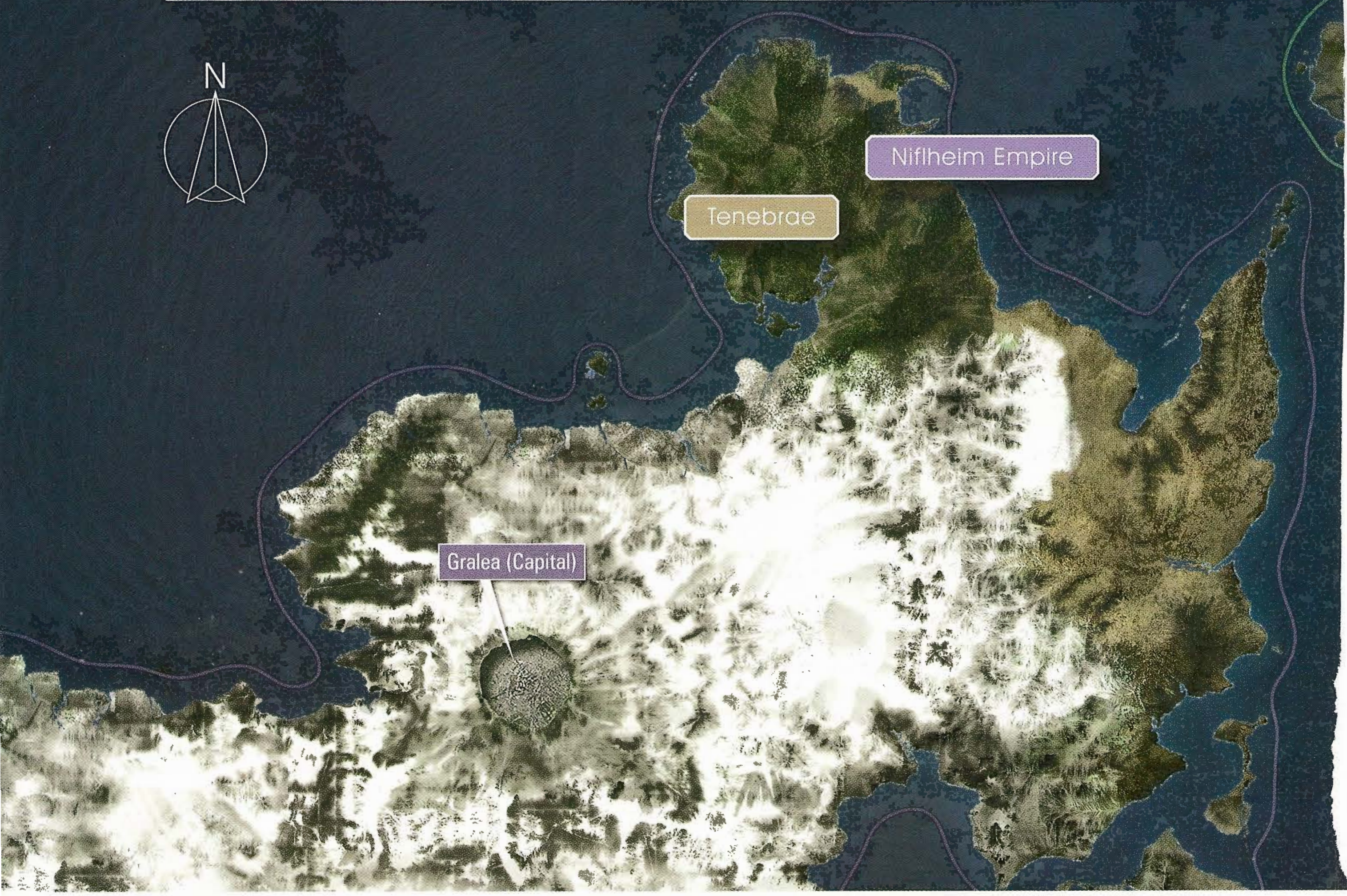
CHARACTERS & RELATIONSHIPS

This diagram illustrates the nature of the relationships between the game's main characters.



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HISTORY OF EOS



OLD CALENDAR ERA	NEW CALENDAR ERA							
A.E.	M.E. 1	M.E. 358	M.E. 359	M.E. 605	M.E. 606	M.E. 723	M.E. 725	M.E.729

A.E.: Ancient history is marked by the prosperity of the civilization of Solheim. When this civilization was at its peak, the betrayal of one of the six Astral gods, Ifrit, led to a conflict known as the Great War of Old. This was fueled by the spreading of a mysterious parasite, causing the death of millions, and ultimately the fall of Solheim. Two individuals were chosen by the gods to lead mankind to survival: the first Oracle, a woman from the Fleuret family; and a man from the Lucis Caelum family who received two gifts from the gods: the Crystal, and the Ring of the Lucii. Using these artifacts, the Chosen King ended the blight. From the ashes of the war rose four new countries: the Kingdom of Lucis, Tenebrae (led by the Oracle), an alliance of commercial free cities forming Accordo, and the empire of Niflheim, which aspired to recreate the domination of the ancient civilization (led by the Aldercapt family).

M.E. 1: Lucis, Accordo, Tenebrae and Niflheim agree on using the same new calendar.

M.E. 358: Niflheim initiates its expansion policy, declaring war on neighboring countries to increase the empire's territory.

M.E. 359: Niflheim conquers the land of Tenebrae, except the Fenestala Manor, home of Family Fleuret, from which all Oracles descend.

M.E. 605: Allied forces of Lucis and Accordo lose the war against the Niflheim army; Accordo is annexed by the empire.

M.E. 606: Using the power of the Ring and the Crystal, the King of Lucis raises a magic barrier protecting Insomnia for the first time. This leads to a temporary geopolitical status quo.

M.E. 723: Niflheim starts mass-producing Magitek soldiers in preparation for the forthcoming all-out war against Lucis.

M.E. 725: The war between Niflheim and Lucis begins; the troops of Lucis are forced to retreat.

M.E.729: Death of King Mors; coronation of King Regis (Noctis's father).

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NEW CALENDAR ERA

M.E.732 — King Regis marries Aulea, his childhood friend.

M.E.736 — Birth of Noctis, son of Regis and Aulea.

M.E.741 — The Crystal "chooses" Noctis as the one who will save the world.

M.E.744 — Eight-year-old Prince Noctis is attacked by Daemons and gravely injured. He is sent to Tenebrae to receive medical care, and spends a few weeks in the company of Lunafreya, the Oracle's daughter.

M.E.744 — During Noctis's stay, the Fenestala Manor is attacked and conquered by the Niflheim empire. King Regis manages to save his son just in time, and brings him back to Lucis's capital city: Insomnia. Oracle Sylva, Lunafreya's mother, is killed during the attack.

M.E.745 — Shiva, one of the six Astrals, awakens. She is defeated by the Niflheim empire.

M.E.746 — King Regis founds the Kingsglaive, an elite guard corps that can use some of the King's powers.

M.E.748 — Lunafreya becomes the new Oracle, under the watchful eye of the empire.

M.E.756 — King Regis, who is growing old and whose powers are weakening, realizes that Lucis has no hope of winning the war. He accepts a cease-fire and agrees to sign a peace treaty with the empire. He sends Noctis to Altissia before the imperial forces arrive in Insomnia as a precaution. This marks the beginning of *Final Fantasy XV*.

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If you are looking for specific information, this alphabetical listing is just what you need. To avoid potential spoilers, note that critical page references are written in red.

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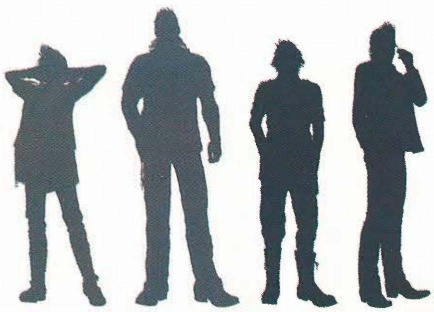
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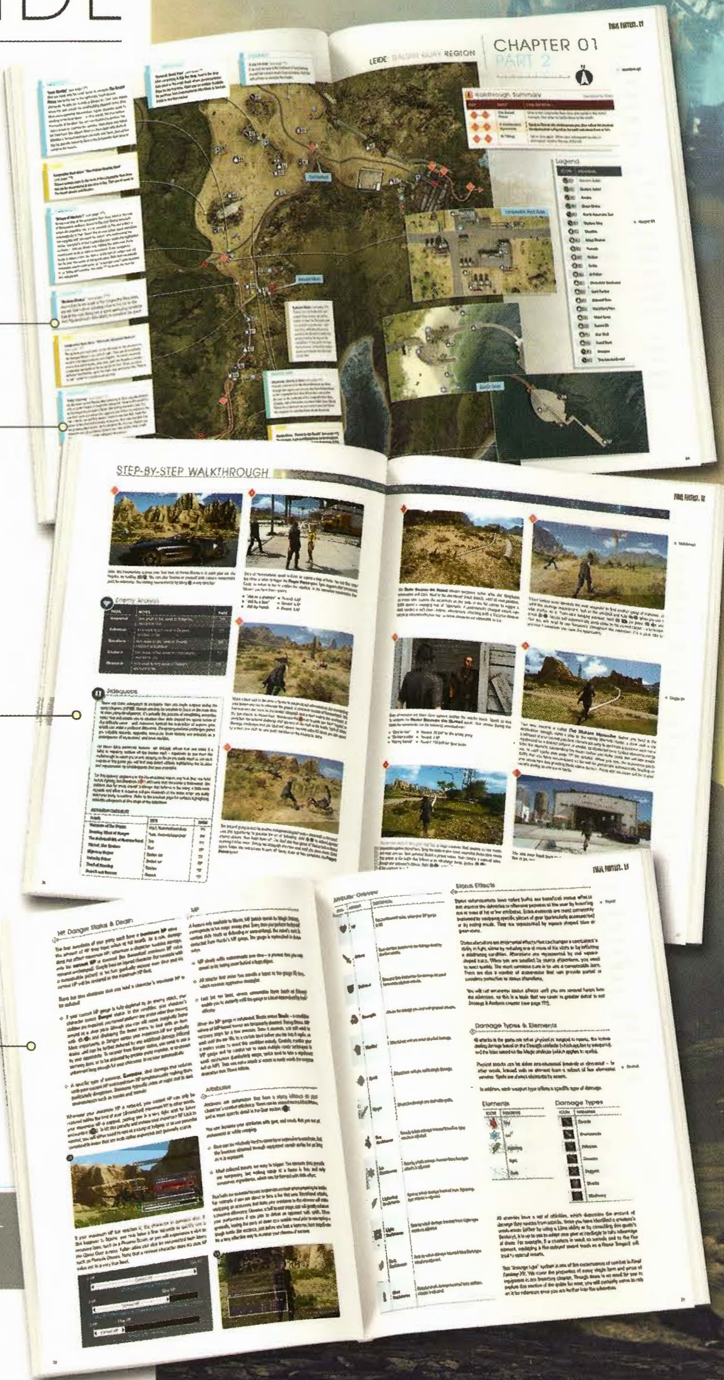
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CROWN UPDATE CHANGES

Following completion of the Final Fantasy XV game and guide, Square Enix continued development to produce version 1.02, also known as the Crown Update. This includes assorted refinements, new items and cutscenes, as well as some adjustments to game mechanics. Version 1.02 was finalized weeks after the guide went to print, so we're presenting the Crown Update amendments in this downloadable addendum. These pages will enable you to benefit from all changes and updates included in version 1.02.

Weapons (guide pages 202-207)

Various weapon attributes have been adjusted and the adjusted values are marked in green font in the following table.

Weapon Overview

CATEGORY	NAME	ATTACK	CRITICAL	MAX HP MODIFIER	MAX MP MODIFIER	STRENGTH MODIFIER	VITALITY MODIFIER	MAGIC MODIFIER	SPIRIT MODIFIER	SHOT RESISTANCE	FIRE RESISTANCE	ICE RESISTANCE	LIGHTNING RESISTANCE	DARK RESISTANCE
Swords	**Engine Blade**	28	3	0	5	0	0	5	0	0	0	0	0	0
	Broadsword	42	3	0	6	0	0	0	0	0	0	0	0	0
	Engine Blade II	40	3	0	15	0	0	12	0	0	0	0	0	0
	Airstep Sword	83	3	0	7	0	0	0	0	0	0	0	0	0
	Rune Saber	103	3	48	8	0	8	12	9	0	0	0	0	0
	Flame Tongue	117	3	0	7	0	0	0	0	0	28	0	0	0
	Ice Brand	137	3	0	10	0	0	0	0	0	0	31	0	0
	Blood Sword	198	3	0	11	0	0	0	0	0	0	0	0	0
	Engine Blade III	207	3	0	25	0	0	18	0	0	0	0	0	0
	Durandal	232	3	0	11	0	0	0	0	0	0	0	0	33
	Enhancer	276	3	0	12	0	0	0	0	0	0	0	0	0
	Soul Saber	343	3	0	12	0	0	0	0	0	0	0	0	0
	Ultima Blade	364	3	0	40	0	0	30	0	0	0	0	0	0
	Balmung	446	3	0	11	0	0	0	0	0	0	0	0	0
	Blazefire Saber*	71	3	0	9	0	18	0	0	0	0	0	0	0
Greatswords	**Two-handed Sword**	48	2	53	0	0	0	0	0	0	0	0	0	0
	War Sword	78	2	65	0	0	0	0	0	0	0	0	0	0
	Blade of Brennaere	131	2	82	0	0	0	0	0	0	27	0	0	0
	Claymore	156	2	98	0	0	32	0	0	0	0	0	0	0
	Force Stealer	210	2	202	6	0	0	0	0	0	0	0	0	0
	Hardedge	244	2	153	0	0	0	0	0	0	0	0	0	0
	Thunderbolt	345	2	246	0	0	0	0	0	0	0	0	29	0
	Duel Code	370	2	468	0	0	0	0	0	0	0	0	0	0
	Force Stealer II	463	2	308	11	0	0	0	0	0	0	0	0	0
	Hyperion	496	2	310	0	0	0	0	0	0	0	0	0	0
	Iron Duke	581	2	153	0	0	0	0	0	0	0	0	0	0
	Dominator	583	2	298	0	0	0	0	0	0	0	0	0	32
	Apocalypse	597	2	403	0	0	0	0	0	0	0	0	0	0
	Masamune*	88	2	49	0	0	0	0	0	0	0	0	0	0
Polearms	**Javelin**	18	4	0	0	0	0	0	0	0	0	0	0	0
	Drain Lance	33	4	0	5	0	0	0	0	0	0	0	0	0
	Drain Lance II	48	4	0	11	0	0	0	0	0	0	0	0	0
	Mythril Lance	55	4	0	0	0	0	32	0	0	0	0	0	0
	Rapier Lance	68	4	0	0	0	0	0	0	0	0	0	0	0
	Storm Lance	113	4	0	0	0	0	0	0	0	0	0	0	0
	Ice Spear	133	4	0	0	0	0	0	0	0	0	0	0	0
	Wyvern Lance	161	4	0	0	0	0	0	0	0	0	0	0	0
	Drain Lance III	195	4	0	11	0	0	0	0	0	0	0	0	0
	Radiant Lance	205	4	0	0	0	0	0	0	0	0	0	0	0

*Downloadable Content (DLC)

Weapon Overview (Continued)

CATEGORY	NAME	ATTACK	CRITICAL	MAX HP MODIFIER	MAX MP MODIFIER	STRENGTH MODIFIER	VITALITY MODIFIER	MAGIC MODIFIER	SPIRIT MODIFIER	BULLET RESISTANCE	FIRE RESISTANCE	ICE RESISTANCE	LIGHTNING RESISTANCE	DARK RESISTANCE
Polearms	**Dragoon Lance**	246	4	0	0	0	0	0	0	0	15	14	16	0
	Precision Lance	266	4	0	0	0	0	0	0	0	0	0	0	0
	Flayer	337	4	0	0	0	0	0	0	0	0	0	0	0
	Gae Bolg*	75	4	0	0	0	0	0	0	0	0	0	0	0
Daggers	**Daggers**	20	8	0	4	0	0	5	0	0	0	0	0	0
	Avengers	43	8	0	4	0	0	5	0	0	0	0	0	0
	Cutlasses	58	8	0	6	0	0	10	0	0	0	0	0	0
	Mythril Knives	62	8	0	6	0	0	50	0	0	0	0	0	0
	Plunderers	111	8	0	10	0	0	10	0	0	0	0	0	0
	Assassin's Daggers	126	8	0	7	0	0	10	0	0	0	0	0	0
	Delta Daggers	153	8	0	6	0	0	15	0	0	0	0	0	0
	Plunderers II	183	8	0	15	0	0	30	0	0	0	0	0	0
	Main Gauches	192	8	0	7	0	0	21	0	0	0	0	0	0
	Orichalcum	223	8	0	9	0	0	20	0	0	0	0	0	0
	Ulric's Kukris	234	13	282	24	8	15	48	20	21	5	7	4	19
	Organyx	248	8	0	10	0	25	23	32	0	10	10	10	10
	Vigilantes	290	8	0	8	0	0	20	0	0	0	0	0	0
	Zwill Crossblade	345	8	0	5	0	0	25	0	0	0	0	0	0
	Mage Mashers*	66	8	0	13	0	0	32	0	0	0	0	0	0
Firearms	**Handgun**	32	2	0	0	0	0	0	4	0	0	0	0	0
	Cocytus	45	2	0	0	0	0	0	7	0	0	0	0	0
	Calamity	53	2	0	0	0	0	0	5	0	0	0	0	0
	Mythril Pistol	96	2	0	0	0	0	42	11	0	0	0	0	0
	Valiant	147	2	0	11	0	0	0	12	0	0	0	0	0
	Rebellion	167	2	0	0	0	0	0	15	0	0	0	0	0
	Valiant II	200	2	0	14	0	0	0	21	0	0	0	0	0
	Flame Gun	210	2	0	0	0	0	0	16	0	0	0	0	0
	Quicksilver	222	2	0	0	0	0	0	18	0	0	0	0	0
	Enforcer	243	2	0	0	0	0	0	19	0	0	0	0	0
	Executioner	363	2	0	0	0	0	0	22	0	0	0	0	0
	Hyper Magnum	388	2	0	0	0	0	0	21	0	0	0	0	0
	Death Penalty	424	2	0	0	0	0	0	25	0	0	0	0	0
	Cerberus	156	2	0	0	0	0	0	6	0	0	0	0	0
Shields	**Kite Shield**	52	1	0	0	0	15	0	0	8	0	0	0	0
	Absorb Shield	83	1	0	10	0	30	0	0	12	0	0	0	0
	Ice Shield	93	1	0	0	0	18	0	0	10	0	22	0	0
	Thunder Shield	111	1	0	0	0	21	0	0	12	0	0	24	0
	Flame Shield	126	1	0	0	0	22	0	0	9	21	0	0	0
	Hero's Shield	144	1	0	0	0	25	0	0	22	0	0	0	0
	Absorb Shield II	167	1	0	15	0	38	0	0	12	0	0	0	0
	Black Prince	175	1	0	0	0	32	0	0	13	0	0	0	22
	Power Shield	176	1	0	0	0	6	0	0	11	0	0	0	0
	Wizard Shield	225	1	0	0	0	34	99	0	12	0	0	0	0
	Aegis Shield	292	1	0	0	0	55	0	0	11	0	0	0	0
	Ziedrich	327	1	0	0	0	50	0	0	14	0	0	0	0

*Downloadable Content (DLC)

Weapon Overview (Continued)

CATEGORY	NAME	ATTACK	CRITICAL	MAX HP MODIFIER	MAX MP MODIFIER	STRENGTH MODIFIER	VITALITY MODIFIER	MAGIC MODIFIER	SPIRIT MODIFIER	BULLET RESISTANCE	FIRE RESISTANCE	ICE RESISTANCE	LIGHTNING RESISTANCE	DARK RESISTANCE
Machinery	**Auto Crossbow**	61	2	12	0	0	0	0	0	10	0	0	0	0
	Bioblaster	**74**	2	0	0	0	0	0	0	0	0	0	0	0
	Circular Saw	**90**	2	0	0	0	9	0	0	7	0	0	0	0
	Gravity Well	**108**	2	0	0	0	0	8	0	0	0	0	0	0
	Noiseblaster	**153**	2	0	0	0	0	0	11	0	0	0	0	0
	Drillbreaker	**181**	2	7	0	0	5	0	0	8	0	0	0	0
	Auto Crossbow Plus	**323**	2	18	0	0	0	0	0	22	0	0	0	0
	Bioblaster Plus	**339**	2	0	0	0	0	0	0	0	0	0	0	0
	Circular Saw Plus	**356**	2	0	0	0	21	0	0	12	0	0	0	0
	Gravity Well Plus	**374**	2	0	0	0	0	18	0	0	0	0	0	0
	Noiseblaster Plus	**397**	2	0	0	0	0	0	23	0	0	0	0	0
	Drillbreaker Plus	**432**	2	12	0	0	13	0	0	13	0	0	0	0
Royal Arms	**Sword of the Wise**	194	3	100	0	0	30	30	30	0	0	0	0	0
	Axe of the Conqueror	483	2	0	0	60	-80	0	0	0	0	0	0	0
	Bow of the Clever	203	7	0	0	0	0	80	0	50	0	0	0	0
	Swords of the Wanderer	153	**4**	0	0	0	50	0	50	0	0	0	0	0
	Blade of the Mystic	396	**6**	150	0	0	30	0	0	0	0	0	0	20
	Star of the Rogue	177	2	0	0	0	0	0	0	0	20	20	20	0
	Sword of the Tall	518	2	200	0	0	0	0	-30	0	-40	-40	-40	-40
	Shield of the Just	251	1	**1,000**	-50	-100	**200**	0	0	10	10	10	10	10
	Mace of the Fierce	**334**	2	300	0	0	0	0	0	-50	0	0	0	0
	Scepter of the Pious	237	**3**	0	0	0	0	150	0	0	0	0	0	50
	Trident of the Oracle	388	5	0	60	0	0	0	0	0	0	0	0	0
	Katana of the Warrior	361	3	0	0	0	0	0	100	0	25	25	25	-50
	Sword of the Father	141	6	0	0	100	0	100	0	0	0	0	0	0

Accessories (guide pages 208-209)

Certain accessory parameters have also been adjusted and these are marked in green font in the following table.

Affected Accessories

NAME	PARAMETER
Soldier's Anklet	**Vitality +40**
Warrior's Anklet	**Vitality +50**
Fencer's Anklet	**Vitality +60**
Knight's Anklet	**Vitality +70**
Crusader's Anklet	**Vitality +80**
Champion's Anklet	**Vitality +100**
Emperor's Anklet	**Vitality +120**
Anklet of the Gods	**Vitality +150**
Potpourri	**Spirit +40**
White Sage	**Spirit +50**
Power Stone	**Spirit +60**
Oracle Card	**Spirit +70**
Pendulum	**Spirit +80**
Lavender Oil	**Spirit +100**
Purified Salt	**Spirit +120**
Tarot Card	**Spirit +150**
Soul of Thamasa	**Exclusive to Noctis; Max MP +50**
Robe of the Lord	**Exclusive to Noctis; MP Recovery Rate +5%**

Ingredients (guide page 211-212)

The following ingredients have been added to the game.

Affected Ingredients

NAME	AVAILABILITY	AVAILABILITY: DETAILS
Luncheon Meat	Shop	Shopping on the Road (anytime), Mini-Mart (Hammerhead), JM Market (Longwythe Rest Area), Aldare's (Galdin Quay), JM Market (Prairie Outpost), Kiosk (Wiz Chocobo Post), Fallstar Foods (Lestallum), JM Market (Old Lestallum)
Chocobean	Collectible	Leide and Duscae regions
	Shop	Mini-Mart (Hammerhead), JM Market (Longwythe Rest Area), Aldare's (Galdin Quay), JM Market (Prairie Outpost), Furloch Farms (Lestallum)
Sweet Pepper	Collectible	Leide region
	Shop	Shopping on the Road (Anytime), Mini-Mart (Hammerhead), JM Market (Longwythe Rest Area), Aldare's (Galdin Quay), JM Market (Prairie Outpost), Kiosk (Wiz Chocobo Post), Furloch Farms (Lestallum), JM Market (Old Lestallum), Parvinath General Store (Meldacio Hunter HQ), Gobunant's Boat (Altissia)
Bulette Shank	Enemy drop	Bulettes (x2) 50%
	Shop	Shopping on the Road (from Chapter 3), Kiosk (Wiz Chocobo Post), Fallstar Foods (Lestallum), JM Market (Old Lestallum), Parvinath General Store (Meldacio Hunter HQ)
Gigantoad Steak	Enemy drop	Gigantoads (x2) 75%
	Shop	Shopping on the Road (from Chapter 5), Prissock General Store (Lestallum), JM Market (Old Lestallum), Parvinath General Store (Meldacio Hunter HQ)
Garulessa Steak	Shop	Prissock General Store (Lestallum), Parvinath General Store (Meldacio Hunter HQ)
Shieldshears Claw	Enemy drop	Shieldshears (x2-3) 50%
	Shop	Shopping on the Road (from Chapter 15), Prissock General Store (Lestallum), JM Market (Cape Caem)
Cygillan Crab	Shop	Shopping on the Road (from Chapter 15), Prissock General Store (Lestallum), Gamberetto's Catch (Altissia)
Beetroot	Collectible	Duscae region
	Shop	Furloch Farms (Lestallum), JM Market (Old Lestallum)
Garlic	Collectible	Duscae and Cleigne regions
	Shop	Shopping on the Road (from Chapter 3), Kiosk (Wiz Chocobo Post), Furloch Farms (Lestallum), JM Market (Old Lestallum), Parvinath General Store (Meldacio Hunter HQ), Old Gobunant's Boat (Altissia)
Karlabos Claw	Enemy drop	Karlaboses (x2) 50%
	Shop	JM Market (Cape Caem)
Allural Sea Bass Fillet	Fishing Mini-game	Allural Sea Bass, Coral Allural Sea Bass, Copper Allural Sea Bass
	Shop	Gamberetto's Catch (Altissia)
Zipper Barramundi Fillet	Fishing mini-game	Zipper Barramundi
	Shop	Gamberetto's Catch (Altissia)
Lucian Carp Fillet	Fishing mini-game	Lucian Carp Bronze Lucian Carp Sunset Lucian Carp Dusk Lucian Carp
	Shop	Gamberetto's Catch (Altissia)
Mighty Barramundi Fillet	Fishing mini-game	Mighty Barramundi
	Shop	Gamberetto's Catch (Altissia)
Dank Barramundi Fillet	Fishing mini-game	Dank Barramundi
	Shop	Gamberetto's Catch (Altissia)
Wennath Salmon Fillet	Fishing mini-game	Wennath Salmon
	Shop	Gamberetto's Catch (Altissia)

Recipes (guide page 212-213)

New recipes have been added to the game.

New Recipes

NAME	INGREDIENTS REQUIRED	EFFECTS	AVAILABILITY
Mystery Meat Sushi	Luncheon Meat	Strength +50, HP +100	Acquire Luncheon Meat
Burly Bean Bowl	Chocobean, Lucian Tomato, Sweet Pepper	Strength +40, HP +300	Purchase Chili con Carne at Takka's Pit Stop (Hammerhead)
Multi-Meat Sandwich	Daggerquill Breast, Gighee Ham, Aegir Root	HP +100, EXP +20%	Obtain an Aegir Root from a Food Spot in Leide
Classic Tomato & Egg Stir-Fry	Birdbeast Egg, Lucian Tomato	Strength +100, HP Recovery Rate x1.5	Read Orienteering Checkpoint G, a few steps to the south of the motel in the Longwythe Rest Area
Dish and Chips	Leiden Potato	HP +300	Purchase Kenny's Fries at any Crow's Nest Diner
Grilled Wild Trevally	Trevally Fillet, Leiden Pepper	Strength +70, HP +100	Acquire Trevally Fillet
Charcuterie on Toast	Fine Gighee Ham	Strength +80, HP +200	Acquire Fine Gighee Ham
Fried Frontier Skewer	Bulette Shank, Cleigne Wheat	HP +500, Critical Rate +30%	Acquire a Bulette Shank after defeating a Bulette
Quillhorn Soup	Daggerquill Breast, Dualhorn Steak, Wild Onion	Strength +100, HP Recovery Rate x1.75	Acquire Wild Onion
Creamy Crustacean Omelette	Shieldshears Claw, Birdbeast Egg, Eos Green Peas	Strength +100, Magic +100, HP +400	Obtain a Shieldshears Claw
Egg-Fried Crustacean Bowl	Shieldshears Claw, Birdbeast Egg, Saxham Rice	Strength +100, Magic +100, HP +600	Purchase Iron Shelf Recipes, Vol. 1 from JM Market (Old Lestallum)
Battered Barramundi	Barramundi Fillet, Leiden Potato	Strength +100, HP +500	Read Orienteering Checkpoint F, a few steps to the south of the arms vendor at Galdin Quay
Crown City Dive-Style Dumplings	Bulette Shank, Cleigne Wheat, Leiden Pepper	Strength +100, Magic +100, HP +300	Read Orienteering Checkpoint B on a wall in the West Leiden Tunnel
Ace Hunter's Schnitzel	Bulette Shank, Leiden Potato, Cleigne Wheat	Strength +120, HP +400	Read Orienteering Checkpoint C located on the door of a shack across the street from Coernix Station (Cauthess)
Cannedwich	Luncheon Meat, Cleigne Wheat	Strength +100, HP +300	Observe a woman eating a Cannedwich next to the dart board and radio at Prairie Outpost after reaching Chapter 3
Garden Curry	Leiden Potato, Schier Turmeric, Saxham Rice	Strength +80, HP +500, Fire Resistance +50	Obtain Schier Turmeric from a Food Spot
Triple Truffle Risotto	Funguar, Alstroom, Saxham Rice	HP +400, HP Recovery Rate x1.75, Immune to Poison	Obtain an Alstroom from a Food Spot
Meat-and-Beet Bouillon	Bulette Shank, Beetroot, Leiden Potato	Strength +100, HP +500, Immune to Poison	Read Oric's Culinary Chronicle | Entry 3 located on a box behind the Arms Vendor at Prairie Outpost
Free-Range Fowl over Rice	Basilisk Breast, Saxham Rice	Strength +100, HP +500, HP Recovery Rate x1.25	Obtain a Basilisk Breast by defeating a Basilisk
Fried Rookie on Rice	Birdbeast Egg, Saxham Rice, Sweet Pepper	Strength +100, HP +400, Immune to Poison	Read Oric's Culinary Chronicle | Entry 2 located on a red and white checkboard table in Lestallum. The table is across from the Cup Noodle truck, towards the city.
Toadsteak Drumsticks	Gigantoad Steak, Leiden Pepper	Strength +120, Magic +100, HP +500	Obtain a Gigantoad Steak by defeating a Gigantoad
Salmon-in-a-Suit	Nebula Salmon Fillet	Strength +120, HP +700	Read Oric's Culinary Chronicle | Entry 7 at Telghey Haven
Croaker in Brown Sauce	Gigantoad Steak, Aegir Root, Funguar	Strength +150, HP +600, Immune to Toad	Read Oric's Culinary Chronicle | Entry 1 at a park bench located at Furloch Farms.
Moist Tomato Cake	Killer Tomato, Fine Cleigne Wheat	Vitality +200, Spirit +300, HP +1,000	Acquire Killer Tomato
Crispy Fish Fritterwich	Zipper Barramundi Fillet, Cleigne Wheat	Strength +160, HP +800	Acquire Zipper Barramundi Fillet
Hot Hopper Skewers	Gigantoad Steak, Garlic, Aegir Root	Equalizer, Immune to Toad	Acquire Garlic

New Recipes (Continued)

NAME	INGREDIENTS REQUIRED	EFFECTS	AVAILABILITY
Darkshells Marinières	Cleigne Darkshell, Garlic	Strength +100, Tech Boost	Acquire Cleigne Darkshell
Paella de Pollo	Chickatrice Leg, Saxham Rice	Strength +150, HP +500	Read Oric's Culinary Chronicle | Entry 6 located on stone ruins east of Steyliff Grove, in the Vesperpool
Tomalley-Filled Dumplings	Shieldshears Claw, Fine Cleigne Wheat	Strength +100, Magic +200, HP +300	Read Oric's Culinary Chronicle Chronicle | Entry 5 located on a bench west of the Crow's Nest in Old Lestallum
Beanball Croquettes	Chocobean, Cleigne Wheat, Schier Turmeric	HP +500, prevents most status ailments	Read Orienteering Checkpoint D from a poster at Furloch Farms
Golden Egg Galette	Birdbeast Egg, Fine Gighee Ham, Cleigne Wheat	Strength +120, HP +400	Read Orienteering Checkpoint E found on a signpost as you walk up the path from the road to the Cape Caem lighthouse
Sweet & Spicy Cygillan Crab	Cygillan Crab, Sweet Pepper	Strength +100, HP +200, Fire Resistance +70	Acquire Cygillan Crab
Kenny's Original Recipe	Nebula Salmon Fillet, Garlic	Strength +150, Vitality +200	Purchase Kenny's Salmon at any Crow's Nest Diner
Prime Garula Rib	Garulessa Steak, Garlic	Unlimited Stamina when sprinting, HP +500	Purchase Iron Shelf Recipes, Vol. 2 from Post Kiosk (Wiz Chocobo Post)
Garulessandwich	Garulessa Steak, Cleigne Wheat	Strength +120, HP +600	Acquire Cleigne Wheat
Horntooth Meat Pie	Garulessa Steak, Dualhorn Steak, Cleigne Wheat	Strength +160, Magic +160, HP +600	Observe a woman eating Horntooth Meat Pie outside Parvinath General Store at Meldacio Hunter HQ
Creamy Bisque	Karlabos Claw, Wild Onion, Leiden Pepper	Strength +160, HP Recovery Rate x2	Obtain a Karlabos Claw by defeating a Karlabos
Green Soup Curry	Chickatrice Leg, Allural Shallot, Sweet Pepper	Strength +160, HP +800, Fire Resistance +70	Obtain an Allural Shallot from a Food Spot
Elegant Orange Cake	Duscaen Orange, Fine Cleigne Wheat	Vitality +250, Spirit+400, HP +1,000	Obtain a Duscaen Orange from a Food Spot in Duscae
Blazing Braised Gizzard	Sahagin Liver, Kettier Ginger, Sweet Pepper	Magic +300, HP Recovery Rate x1.5	Obtain Kettier Ginger from a Food Spot in Cleigne
Carp of the Diem	Lucian Carp Fillet, Kettier Ginger	Strength +100, HP +1,500, Immune to Poison	Obtain Lucian Carp Fillet by fishing Lucian Carp
Grilled Mighty Barramundi	Mighty Barramundi Fillet, Kettier Ginger	Immune to Fire, Ice, and Lightning damage, and to most status ailments	Obtain Mighty Barramundi Fillet by fishing Mighty Barramundi
Fire-Sauce Fillet	Dank Barramundi Fillet, Kettier Ginger, Sweet Pepper	Strength +200, Magic +200, HP +600	Read Orienteering Checkpoint A on the shack door west of Coernix Station – Alstor
Karlabos Cream Croquettes	Karlabos Claw, Cleigne Wheat, Aegir Root	Strength +200, HP +1,000, HP Recovery Rate x1.5	Purchase Iron Shelf Recipes, Vol. 4 from JM Market (Cape Caem)
Taelpar Harvest Galette	Duscaen Orange, Fine Cleigne Wheat, Sheep Milk	Magic +120, Spirit +400, HP +1,000	Purchase Iron Shelf Recipes, Vol. 3 at Burbost Souvenir Emporium
Sweet Saltwater Crustacean Curry	Shieldshears Claw, Cygillan Crab, Sweet Pepper	Strength +120, HP +800, Fire Resistance +50	Purchase Iron Shelf Recipes, Vol. 6 at Verinas Mart – Ravatogh
Papa Bird & Baby Bowl	Basilisk Breast, Birdbeast Egg, Saxham Rice	HP +1,000, EXP x1.4, Item Drop Rate + 100%	Re-visit the spot where you learn the recipe for the Mother& Child Rice Bowl in Lestallum. Observe a woman eating on a bench near the lookout
Fishsticks on Sticks	Sea Bass Fillet, Cleigne Wheat	HP +1,000, Critical Rate +50%	Read Oric's Culinary Chronicle | Entry 4 on a bench to the north of the Arms Vendor at Galdin Quay
Anointed Allural Sea Bass	Allural Sea Bass Fillet, Wild Onion	Strength +200, HP +1,000, Magic +150	Obtain Allural Sea Bass Fillet by fishing Allural Sea Bass
Devilfin Soup	Coraldevil Fin, Kettier Ginger, Leiden Pepper	Strength +200, HP Recovery Rate x2.25	Obtain Coraldevil Fin by fishing Coraldevil
Marrowshroom Chowder	Kujata Marrow, Vesproom, Malmashroom	Guaranteed critical hits	Purchase Iron Shelf Recipes, Vol. 5 from Old Gobunant's Boat (Altissia)
Fried Tide Grouper	Tide Grouper Fillet, Garlic	Strength +500	Obtain Tide Grouper Fillet by fishing Tide Grouper

New Recipes (Continued)

NAME	INGREDIENTS REQUIRED	EFFECTS	AVAILABILITY
Roc of Ravatogh Rice	Zu Tender, Saxham Rice	Strength +300, HP +1,500	Purchase Iron Shelf Recipes, Vol. 7 at Parvinath General Store (Meldacio Hunter HQ)
Broiled King-on-a-Stick	King Trout Fillet, Leiden Pepper	Strength +300, HP +1500, immunity to most status ailments	Obtain King Trout Fillet by fishing King Trout
Kenny's Secret Recipe	Wennath Salmon Fillet, Garlic	Strength +400, Magic +300, Vitality +300	Purchase Kenny's Special Salmon at The Original Crow's Nest Diner (Old Lestallum)
Oak-Smoked Devil Gar	Devil Gar Fillet, Tenebraen Oak	HP +2,000, immunity to Fire, Ice, and Lightning damage	Obtain King Devil Gar Fillet by fishing Spotted Devil Gar
Longwythe's Peak	Adamantoise Meat, Kettier Ginger	Strength +600, HP +4,000, HP Recovery Rate x3	Read Oric's Culinary Chronicle | Entry 8 located on a barrel in the shack west of The Three Valleys parking spot

Treasures (guide pages 216-217 & 279-281)

A few fish-related treasures have been added to the game, and previously existing ones have been tweaked.

Additional Treasures

NAME	ADDED EFFECT	POWER VALUE	EFFECT LEVEL	UNITS REQUIRED FOR DUPLICATION
Barramundi Innards	Cursecast	24	99	2.08
Barrelfish Mucus	None	1	-	1.92
Bass Eye	None	14	-	3.13
Bass Teeth	None	5	-	3.13
Catfish Mucus	Dualcast	1	5	6.67
Dace Scales	None	1	-	1.92
Gar Fin	Quintcast	1	1	8.33
Grouper Bones	Dualcast	3	1	5.56
Grouper Fin	Tricast	10	10	2.78
Grouper Skin	Dualcast	5	5	4.55
Large Arapaima Scales	Freecast	2	2	-
Lucian Carp Reverscales	Expericast	3	12	8.33
Lucian Carp Rowscales	Expericast	3	8	8.33
Morion Trout Scales	Tricast	8	30	3.03
Poisonous Catfish Fin	Quadcast	1	20	4.00
Salmon Fin	Tricast	6	15	3.03
Snakehead Scales	Dualcast	1	3	5.56
Spiny Barramundi Fin	Cursecast	3	21	5.56
Trevally Fin	None	5	-	2.78
Trevally Scales	None	10	-	3.03
Trout Scales	Dualcast	1	8	3.03

Tweaked Treasures

NAME	ADDED EFFECT	POWER VALUE	EFFECT LEVEL	UNITS REQUIRED FOR DUPLICATION
Adamantite	Limit Break	99	-	0.1
Alstor Bass Bones	None	1	-	2.08
Arapaima Scales	Freecast	2	2	-
Barrelfish Scales	None	1	-	3.03
Bluegill Fin	None	4	-	2.78
Bluegill Scale	None	1	-	3.03
Catfish Barbel	Dualcast	1	1	6.67
Jade Gar Mirrorscale	Limit Break	34	99	4.17
Catfish Heart	Quadcast	12	15	2.08
Mandrake Flower	Quintcast	0	1	12.50
Murk Grouper Eye	Stopcast	12	25	2.27
Phoenix Bass Bladder	None	3	-	3.13
Snakehead Teeth	None	2	-	3.03

Ingredients (guide page 280)

Tweaked Ingredients

NAME	ADDED EFFECT	POWER VALUE	EFFECT LEVEL	UNITS REQUIRED FOR DUPLICATION*
Aegir Root	Healcast	1	10	20.00
Allural Shallot	Quadcast	1	3	12.50
Alstroom	Cursecast	0	15	9.09
Anak Meat	None	3	-	11.11
Arapaima Roe	Expericast	99	30	9.09
Barramundi Fillet	None	3	-	7.14
Behemoth Tenderloin	None	33	-	4.17
Birdbeast Egg	None	1	-	9.09
Caem Pinkshrimp	Dualcast	1	3	5.56
Catoblepas Brisket	None	26	-	3.45
Chickatrice Leg	None	5	-	8.33
Cleigne Darkshell	Dualcast	1	4	5.56
Cleigne Mollusk	Dualcast	2	1	5.88
Cleigne Wheat	Healcast	0	25	9.09
Cup Noodles	Healcast	0	99	12.50
Daggerquill Breast	None	1	-	12.50
Dualhorn Steak	None	2	-	8.33
Eos Green Peas	None	2	-	16.67
Fine Cleigne Wheat	Healcast	0	50	3.03
Fine Gighee Ham	None	8	-	7.14
Funguar	Venomcast	0	10	14.29
Garula Sirloin	None	4	-	10.00
Giant Trevally Fillet	None	1	-	7.14
Gighee Ham	None	2	-	12.50
Griffon Breast	None	33	-	2.94
Hulldagh Nutmeg	Quadcast	1	5	20.00
Jabberwock Sirloin	None	31	-	-
Kettier Ginger	Quadcast	1	2	12.50
Killer Tomato	Healcast	2	50	7.14
Kujata Marrow	Tricast	8	15	3.45
Leiden Pepper	Cursecast	1	15	12.50
Leiden Potato	Healcast	0	10	16.67
Leiden Sweet Potato	Healcast	1	20	16.67
Leukorn Steak	None	24	-	3.23
Lucian Tomato	Healcast	1	30	7.14
Malmashroom	Killcast	0	5	3.85
Midgardsormr Shank	None	34	-	4.76
Nebula Salmon Fillet	None	3	-	7.14
Platinum Myrltrout Fillet	None	8	-	6.25
Sahagin Liver	Tricast	6	10	7.14
Saxham Rice	Healcast	0	25	7.14
Schier Turmeric	Tricast	1	1	25.00
Sea Bass Fillet	None	4	-	6.25
Sheep Milk	Dualcast	1	1	25.00
Smoking Wood	Tricast	1	1	25.00
Tenebraen Oak	Quadcast	1	1	14.29
Tide Grouper Fillet	None	5	-	6.25
Trout Fillet	None	2	-	7.14
Ulwaat Berries	Healcast	8	99	0.75
Vesper Gar Fillet	None	10	-	6.25
Vesproom	Stopcast	0	15	8.33
Wild Onion	Healcast	0	10	12.50
Zu Tender	None	52	-	2.50

AP Maximization Build (guide page 302)

If you are keen to unlock every Ascension node, this section offers a detailed roadmap for the opening hours of your adventure. The two fundamental principles underlying this AP-maximizing approach are as follows:

1. Unlock Exploration nodes in Ascension related to camping, character skills, and driving in the Regalia very early in order to reap the rewards.

2. Unlock Magic nodes in Ascension to develop a powerful "black mage" configuration capable of wreaking havoc against almost all enemies in the first half of the game.

Upon completing the initial main quest conversations with Cindy at Hammerhead, you'll begin with 10 AP. From there, do the following:

- ◇ Ignore the main quest and immediately run north to Cotisse Haven. Absorb all energy from elemental deposits and camp for 1 AP. Choose a recipe that doesn't require any ingredients. You'll be asked to take the Stirred, Not Shaken tour with Ignis. Complete it for 20 AP.

- ◇ Return to Hammerhead. Head to the Mini-mart and purchase 74 bottles of Sheep Milk, which cost 740 of your starting 1,000 Gil. You start with one Sheep Milk, so your total now is 75.

- ◇ Proceed with the main quest, making sure you complete the first four strategy tutorials (for a total of 12 AP). Along the way, try to defeat at least three enemies with warp-strikes, blindsides, or parries for an extra 3 AP. After freeing Dave and hearing his request, choose to "do it for a price" for another 2 AP.

- ◇ Head to nearby Merrioth Haven and absorb all elemental energy. Now unlock your first Ascension node: Happy Camping. Choose to camp (again, choice of food doesn't matter), and your party should reach Level 3, resulting in another 26 AP total. In the morning, you can unlock Happier Camping.

- ◇ Head south and fight the nearby Dualhorn to complete the tutorial strategy prompt on blindsides for another 3 AP. You can use the three Fire spells in the Magic Flask you received from Dave to defeat the beast.

- ◇ Continue south and east to Criclawe Haven. Absorb all elemental energy. You should be fully stocked in all three elements at this point. At the haven, choose to train with Gladio and defeat him for 5 AP. Afterward, camp for 3 AP. Run back to Merrioth Haven and camp one more time, for another 3 AP.

- ◇ You should now have enough AP to learn Powercraft from the Magic Ascension tree. If you're short of the required total, you can run back to Criclawe Haven and camp again. In fact, sprinting back and forth between Merrioth and Criclawe to alternate campsites takes about four minutes for a total of 6 AP. This is a tedious but completely effortless method for farming AP at the beginning of the game.

- ◇ You can now craft your first powerful spell. Allot all of your fire energy and Sheep Milk to a flask. This results in **6** "Dualcast: Firaga" spells with a potency of **204** – enough to one-shot the Bloodhorn awaiting you at the next encounter in the main quest.

- ◇ As you proceed, be sure to complete the "Rise and Shine and Run" tour at Lachyrte Haven upon your first visit to Galdin Quay for another easy 20 AP. We recommend that your next priorities in Ascension include the following nexuses, in whatever order you prefer: Roadrunning, Angler Action, Aftertaste, Appetize, Magic Action, Elementalism, and later on, Chocobump. These relatively cheap abilities will contribute greatly to your AP totals as you travel in the Regalia, camp at new havens, and complete sidequests.

- ◇ If you'd prefer a mostly hands-off approach to AP grinding, the Roadrunning node enables you to gain 1 AP for approximately every 1.25 miles driven in the Regalia. Simply set up long automatic journeys throughout daylight hours, then camp at a haven when night falls.

- ◇ In addition, you can use the Appetize ability to strengthen your allies with favorite foods, while also gaining an extra point of AP every time you camp. For example, the Prairie-Style Skewers are unlocked at cooking Level 2. This recipe is a favorite of Gladio's and requires Anak Meat and Leiden Pepper, two cheap ingredients. Cooking this food repeatedly will enable you to level up his techniques very quickly.

With these Ascension abilities unlocked, you are now well on your way to plowing through the first half of the game with relative ease, simply by relying on this literal "magic formula": 99 units of energy for a single element, catalyzed with 75 bottles of Sheep Milk.

We recommend that you quickly advance to Chapter 02 in order to obtain your third Magic Flask; this will enable you to keep all three elemental spell varieties in stock at once. Furthermore, you should complete a handful of hunts, which should be entirely straightforward with the massive firepower at your disposal. Reinvest the Gil rewards regularly in Sheep Milk, which is readily available at many shops and will enable you to restock your spells once they run out. You may also want to unlock Noctis's second accessory slot and fit him with Magic-boosting equipment. Most importantly, you'll enjoy a substantial advantage in AP accumulation throughout this process. Once you accumulate a bit more AP, unlock Elementality and Extra Powercraft to further develop your magical prowess.

Of course, those who do not favor such a playstyle can simply ignore anything related to elemancy, but the Exploration nodes we've mentioned are definitely worth your consideration. The sooner you learn them, the greater your long-term profits will be.

Fishing Lures (guide page 221)

Fishing Lures

NAME	EFFECTIVENESS (TIME)				EFFECTIVENESS (WEATHER)			SUITED FOR
	MORNING	DAY	EVENING	NIGHT	SUNNY	CLOUDY	RAINY	
Poppeck: Chocobo		✓	✓		✓			Giant Trevally
Poppeck: White Chocobo	✓	✓					✓	Snakehead
Poppeck: Red Chocobo			✓	✓		✓		Garnet Snakehead
Stinker: Malboro			✓		✓		✓	Vesper Gar
Stinker: Malbodoom	✓					✓		Vesper Gar
Stinker: Great Malboro		✓	✓	✓		✓	✓	Jade Snakehead, Sapphire Snakehead
Burrower: Mad Pink Sandworm			✓				✓	Cleigne Brown Trout
Burrower: Green Sandworm	✓				✓			Callatein Brook Trout
Burrower: Abyss Worm	✓			✓		✓		Cleigne Brown Trout, Murk Grouper
Sweet Jamming: Custard	✓		✓			✓		Crag Barramundi
Sweet Jamming: Flan			✓		✓			Galdin Trevally
Sweet Jamming: Mousse	✓			✓	✓			Glowing Barrelfish
Deadly Waters: Sahagin			✓	✓			✓	Zipper Barramundi
Deadly Waters: Coraldevil	✓					✓		Dark Allural Sea Bass
Deadly Waters: Seadevil			✓			✓		Maiden Brook Trout
Tidal Might Leviathan	✓	✓	✓	✓	✓	✓	✓	Giant Trevally, Crag Barramundi, Rainbow Trout
Needle 1,000: Cactuar			✓				✓	Lucian Catfish
Needle 1,000: Metal Cactuar	✓			✓	✓			Lucian Catfish
Needle 1,000: Gold Cactuar				✓			✓	Golden Catfish
Giant Needle 10,000: Gigantuar					✓			Jade Snakehead
Giant Needle 10,000: Metal Gigantuar	✓		✓			✓		Sapphire Snakehead
Giant Needle 10,000: Gold Gigantuar	✓	✓	✓	✓	✓	✓	✓	Jade Snakehead, Sapphire Snakehead
Bomber: Bomb				✓	✓			Alstor Bass
Bomber: Ice Bomb		✓				✓	✓	Crag Barramundi
Bomber: Thunder Bomb	✓		✓		✓			Phoenix Bass, Dank Barramundi
Jumbo Tusk: Garula	✓			✓		✓		Garnet Snakehead

Fishing Lures (Continued)

NAME	EFFECTIVENESS (TIME)				EFFECTIVENESS (WEATHER)			SUITED FOR
	MORNING	DAY	EVENING	NIGHT	SUNNY	CLOUDY	RAINY	
Jumbo Tusk: Green Garula	✓	✓		✓	✓		✓	Jade Snakehead
Jumbo Tusk: Garulessa			✓				✓	Alstor Bass
Invincible Iron Giant				✓			✓	King Catfish
Ranker Tonberry		✓	✓		✓	✓	✓	Crag Barramundi, Tide Grouper, Vesper Gar
Whiskers: Pearly Moogle			✓	✓			✓	Rainbow Trout, Allural Sea Bass
Whiskers: Crystal		✓			✓			Cherrycomb Trout, Coral Allural Sea Bass
Whiskers: Chocolate	✓					✓	✓	Callatein Brook Trout, Copper Allural Sea Bass
Hot Breather: Red Dragon				✓			✓	Tide Grouper, Wennath Salmon
Hot Breather: Green Dragon	✓	✓				✓		Nebula Salmon, King Trout
Hot Breather: Blue Dragon			✓		✓	✓	✓	Chrome Rainbow Trout, Nebula Salmon
Knife T. Tonberry			✓				✓	Nebula Salmon, Rainbow Trout, Lucinian Sea Bass
Big Blaze Bahamut	✓	✓	✓		✓	✓	✓	Nebula Salmon, Tide Grouper, Dark Allural Sea Bass
Fatal Roulette: Ahriman		✓			✓	✓		Alstor Bass, Lucian Carp
Fatal Roulette: Floating Eye	✓			✓		✓		Glowing Barrelfish
Fatal Roulette: Bloody Eye			✓				✓	Phoenix Bass
Stormer: Focalor		✓		✓		✓		Cygillan Sea Bass, Striped Barramundi
Stormer: Purple Berry Focalor			✓				✓	Lucinian Sea Bass, Striped Barramundi
Stormer: Chert Focalor		✓			✓			Cygillan Sea Bass, Striped Barramundi
Big Master Typhon	✓		✓			✓	✓	Pink Jade Gar
Gemlight: Caster Carbuncle		✓	✓	✓		✓	✓	Platinum Myrltrout

Key Items (guide page 222)

A new Key Item has been added to the game: the Beast Whistle, which enables the player to trigger the appearance of monsters.

Shops (guide pages 223-227)

Multiple tackle shops have been added to the game.

Saxham Reservoir/The Maidenwater

ITEM	PRICE (GIL)
Spider Silk	30
Super Baleen	100
Whiskers: Pearly Moogle	50
Whiskers: Crystal	50
Whiskers: Chocolate	50
Fatal Roulette: Ahriman	50
Fatal Roulette: Floating Eye	50
Fatal Roulette: Bloody Eye	50
Burrower: Mad Pink Sandworm	200
Burrower: Green Sandworm	200
Burrower: Abyss Worm	200

The Vesperpool – Islet

ITEM	PRICE (GIL)
Spider Silk	30
Super Baleen	100
Dragon's Beard	500
Deadly Waters: Sahagin	200
Deadly Waters: Coraldevil	200
Deadly Waters: Seadevil	200
Hot Breather: Red Dragon	50
Hot Breather: Green Dragon	50
Hot Breather: Blue Dragon	50
Jumbo Tusk: Garula	200
Jumbo Tusk: Green Garula	200
Jumbo Tusk: Garulessa	200

The Archaean's Mirror

ITEM	PRICE (GIL)
Spider Silk	30
Super Baleen	100
Dragon's Beard	500
Bomber: Bomb	50
Bomber: Ice Bomb	50
Bomber: Thunder Bomb	50
Needle 1,000: Cactuar	50
Needle 1,000: Metal Cactuar	50
Needle 1,000: Gold Cactuar	200

Bestiary Chapter

Various enemy parameters have been adjusted and these are marked in green font in the following table.

NAME	HP	STRENGTH	VITALITY	SPIRIT
Coeurl (Lv. 34)	35,900	6,500	156	118
Coeurl (Lv. 34) (hunt target)	35,900	6,500	156	118
Coeurl (Lv. 71)	106,100	38,990	202	149
Elder Coeurl (Lv. 63)	87,100	30,330	194	145
Elder Coeurl (Lv. 63) (hunt target)	181,000	37,990	275	206
Elder Coeurl (Lv. 93)	177,600	67,010	218	160
Foras	45,000	8,930	184	178

The levels of certain creatures summoned by other enemies have been tweaked.

SUMMONER NAME AND LEVEL	SUMMONED CREATURE NAME	LEVEL
Necromancer (Lv.41)	Skeleton	21
Psychomancer (Lv.82)	Skeleton	62
Arachne (Lv.12)	Tarantula	6
Ariadne (Lv.41)	Tarantula	35
Uttu (Lv.32)	Tarantula	26
Uttu (Lv.97)	Tarantula	91
Grenade (Lv.31)	Bomb	15
Cryonade (Lv.65)	Ice Bomb	49
Galvanade (Lv.54)	Thunder Bomb	38

The elemental weakness of flying insectoid beasts has been changed from Fire to Ice. This applies to:

- Killer Bee
- Killer Wasp
- Killer Queen
- Brutal Bee
- Soldier Wasp

Finally, most creatures in the Chapter 15 mazes now enjoy significantly increased resistance to Instant Death and Alterna.

HP Recovery Rate (guide page 269)

Noctis's HP recovery rate has been changed from 0.4% per second to 0.04% during combat, and 0.08% outside of battles. His HP will not be replenished while the party is in a dungeon or a train car.

Ring of the Lucii (guide page 273)

Holy now restores 10% of Noctis's MP every time it is triggered.

Status Effects (guide page 282)

"Phoenix's Favor" is a new combat status effect that has been added to the game. It is triggered when you use a Phoenix-type item on a character, and triples his HP and MP recovery rates.

Sword of the Tall (guide page 286)

The Sword of the Tall now deals fewer blows per attack, but each blow inflicts more damage. This also applies to melee Machinery attacks executed with certain Machinery weapons (Circular Saw, Gravity Well, Drillbreaker).

Armiger (guide page 287)

The rate of accumulation of Armiger points when phasing has been divided by two. However, certain weapon types now enjoy an accumulation multiplier:

- Swords: x1.5
- Greatswords: x2
- Daggers: x1.5
- Shields: x1.5

Link-Strikes (guide page 290)

Link-Strikes can now occur even when Noctis is not parrying or standing behind an enemy.

Report Card (guide page 294)

The bonus experience you can receive from your Report Card is now based on the following criteria:

- Time: the total duration of the battle – the shorter this is, the better your multiplier.
- Finesse: the number of Blindsides and Parries you perform during the battle.
- Offense is unchanged, and is still determined by the proportion of enemies defeated during the encounter.

Parameter Growth (guide pages 294-295)

The attributes of all four party members have been adjusted to make it less likely that they will reach a maximum cap. Overall, HP values have been lowered, but defense parameters have been increased.

Ascension (guide page 296)

A new Wait Mode Ascension Tree has been added to the game. The abilities it unlocks gives you access to the following features:

- Time Freeze: Unlimited Wait Timer
- Time-Restore: Wait Timer recovery every time you defeat an enemy
- Presto Libra: Reduced time to reveal a target's intel via Libra
- Elementalist: Increased damage inflicted by a scanned enemy's elemental weakness
- Sage: Increased damage inflicted by the party based on the number of enemies in Libra state
- Warp-Ambush: Increased breakage inflicted with Warp-Strikes when targeting enemies focusing on another party member during Wait Mode
- Warp-Punish: Increased damage inflicted with Warp-Strikes when targeting enemies with half HP or less during Wait Mode

Fish (guide pages 304-305)

The Crown Update makes numerous small changes to parameters in the fishing mini-game, and also adds several new fishing spots.

Fish Overview

NAME	SP	EXP	ITEM OBTAINED	STAMINA	POWER
Allural Sea Bass	30	200	Allural Sea Bass Fillet	90,000	1.8
Alstor Bass (big)	24	45	Alstor Bass Bones	60,000	2.0
Alstor Bass (small)	14	10	Alstor Bass Bones	30,000	1.2
Amber Lucian Carp	38	600	Lucian Carp Rowscales	710,000	1.9
Argus Salmon	28	80	Salmon Fin	120,000	2.8
Barbaric Gar	38	650	Gar Fin	450,000	3.5
Bizarre Barramundi	30	180	Barramundi Innards	140,000	2.0
Black Barrelfish	16	15	Barrelfish Mucus	50000	1.5
Bronze Lucian Carp	34	450	Lucian Carp Fillet	700,000	1.6
Butterfly Bluegill	24	40	Bluegill Fin	50,000	1.3
Callatein Brook Trout	25	80	Trout Fillet	70,000	1.6
Cascade Dace	8	10	Dace Scales	25,000	1.2
Cave Dace	8	10	Dace Scales	25,000	1.3
Cherrycomb Trout	18	15	Trout Fillet	40,000	1.2
Chipped Bluegill	8	10	Bluegill Scale	20,000	1.1
Chrome Rainbow Trout	30	100	Trout Fillet	80,000	1.8
Cleigne Brown Trout (big)	24	35	Trout Fillet	80,000	1.9
Cleigne Brown Trout (small)	14	35	Trout Fillet	30,000	1.2
Cloudy Lucian Carp	38	600	Lucian Carp Rowscales	750,000	1.6
Coeurl Dace	8	10	Dace Scales	32,000	1.3
Copper Allural Sea Bass	28	120	Allural Sea Bass Fillet	240,000	2.4
Coral Allural Sea Bass	24	75	Allural Sea Bass Fillet	230,000	3.2
Crag Barramundi	22	30	Barramundi Fillet	50,000	1.6
Crimson Trevally	22	50	Trevally Fin	280,000	3.0
Cygillan Grouper	26	100	Grouper Skin	160,000	2.1
Cygillan Sea Bass (big)	26	50	Sea Bass Fillet	80,000	1.7
Cygillan Sea Bass (small)	18	10	Sea Bass Fillet	40,000	1.2
Dank Barramundi	14	15	Dank Barramundi Fillet	57,500	1.2
Dark Allural Sea Bass	26	160	Sea Bass Fillet	120,000	1.8
Dawn Lucian Carp	38	600	Lucian Carp Rowscales	850,000	2.0
Dread Grouper	32	650	Grouper Fin	1,000,000	2.6
Duscaen Dace	8	10	Dace Scales	10,000	1.1
Dusk Lucian Carp	34	450	Lucian Carp Fillet	740,000	2.2
Fan Bluegill	16	25	Bluegill Fin	40,000	1.3
Galdin Trevally	22	15	Trevally Fillet	60,000	1.1
Garnet Snakehead	20	40	Snakehead Teeth	60,000	1.7
Giant Catfish	34	240	Catfish Heart	550,000	3.4
Giant Trevally (big)	24	60	Trevally Fillet	75,000	2.3
Giant Trevally (small)	14	10	Trevally Fillet	45,000	1.0
Glimmering Bluegill	10	15	Bluegill Scale	30,000	1.2
Glowing Barrelfish	10	10	Barrelfish Scales	35,000	1.1
Gold Lucian Carp	48	1,000	Lucian Carp Reverscales	720,000	1.8
Golden Catfish	30	120	Catfish Barbel	100,000	1.7
Great Nebula Salmon	24	50	Nebula Salmon Fillet	160,000	3.2
Grim Catfish	35	80	Poisonous Catfish Fin	150,000	2.0
Hookhorn Bluegill	12	15	Bluegill Scale	14,000	1.3
Horned Bluegill	5	10	Bluegill Scale	10,000	1.0
Jade Snakehead	24	85	Snakehead Scales	70,000	1.9
King Catfish	35	500	Catfish Heart	450,000	2.5
King Trout	32	180	King Trout Fillet	120,000	3.2
Lambent Trout	20	15	Trout Scales	50,000	2.2

Fish Overview (Continued)

NAME	SP	EXP	ITEM OBTAINED	STAMINA	POWER
Leopard Trout	22	15	Trout Scales	100,000	2.4
Lotus Bluegill	20	25	Bluegill Scale	15,000	1.3
Lucian Carp	34	450	Lucian Carp Fillet	690,000	1.5
Lucian Catfish	16	20	Catfish Barbel	50,000	1.2
Lucinian Sea Bass	26	95	Sea Bass Fillet	100,000	2.4
Lurking Catfish	38	80	Poisonous Catfish Fin	200,000	2.8
Maiden Brook Trout	20	15	Trout Fillet	40,000	1.3
Marble Lucian Carp	38	600	Lucian Carp Rowscales	700,000	1.7
Mighty Barramundi	34	550	Mighty Barramundi Fillet	380,000	3.6
Morion Trout	26	75	Morion Trout Scales	90,000	2.6
Mud Dace	8	10	Dace Scales	12,500	1.2
Murk Grouper	35	600	Murk Grouper Eye	900,000	2.4
Nebula Salmon	26	55	Nebula Salmon Fillet	80,000	2.2
Noble Arapaima	44	1,000	Arapaima Scales	1,100,000	2.3
Opal Snakehead	32	150	Snakehead Scales	300,000	3.2
Pale Dace	8	10	Dace Scales	18,000	1.5
Panther Bass	22	40	Bass Teeth	65,000	1.9
Phantom Snakehead	18	15	Snakehead Teeth	80,000	2.0
Phoenix Bass	20	70	Phoenix Bass Bladder	65,000	1.8
Pigeon Grouper	22	75	Grouper Bones	300,000	2.3
Pink Jade Gar	40	800	Jade Gar Mirrorscale	300,000	5.4
Platinum Myrltrout	32	200	Platinum Myrltrout Fillet	100,000	3.3
Rainbow Trout (big)	22	10	Trout Fillet	50,000	1.8
Rainbow Trout (small)	16	10	Trout Fillet	30,000	1.0
Red Barrelfish	18	15	Barrelfish Mucus	40,000	1.3
Redeye Bass	28	100	Bass Eye	50,000	1.7
Reef Trevally	28	120	Trevally Scales	120,000	2.1
Regal Arapaima	48	900	Large Arapaima Scales	1,300,000	3.5
Regal Dace	8	10	Dace Scales	440,000	2.0
Risorath Peacock Bass	22	70	Bass Teeth	130,000	2.1
River Dace	8	10	Dace Scales	16,000	1.5
Rock Barramundi	26	80	Spiny Barramundi Fin	70,000	2.0
Sandy Dace	8	10	Dace Scales	26,000	1.4
Sapphire Snakehead	30	140	Snakehead Scales	90,000	2.1
Scorpion Grouper	32	380	Grouper Skin	700,000	2.6
Shorthorn Bluegill	12	15	Bluegill Scale	12,000	1.2
Silver Lucian Carp	38	600	Lucian Carp Rowscales	730,000	1.6
Snakehead	18	15	Snakehead Teeth	50,000	1.3
Specular Dace	8	10	Dace Scales	15,000	1.3
Spiked Alstor Bass	20	15	Alstor Bass Bones	50,000	1.8
Spotted Catfish	30	70	Catfish Mucus	65,000	1.8
Spotted Devil Gar	38	650	Devil Gar Fillet	600,000	2.7
Striped Barramundi	30	180	Barramundi Fillet	100,000	2.0
Striped Catfish	24	40	Catfish Mucus	60,000	1.4
Sunny Lucian Carp	38	600	Lucian Carp Rowscales	740,000	1.7
Sunrise Lucian Carp	38	600	Lucian Carp Rowscales	720,000	1.8
Sunset Lucian Carp	34	450	Lucian Carp Fillet	730,000	2.5
Tide Grouper	32	400	Tide Grouper Fillet	180,000	2.7
Vesper Barramundi	26	40	Spiny Barramundi Fin	200,000	2.1
Vesper Dace	8	10	Dace Scales	21,000	1.3
Vesper Gar	30	300	Vesper Gar Fillet	180,000	3.5
Wennath Dace	8	10	Dace Scales	28,000	1.5
Wennath Salmon	32	220	Wennath Salmon Fillet	100,000	2.5
Zipper Barramundi	26	75	Zipper Barramundi Fillet	60,000	1.9

Fishing Spots (guide pages 306-307)

Vannath Coast
Giant Trevally, Galdin Trevally, Murk Grouper, Glowing Barrelfish, Reef Trevally, Dread Grouper

Galdin Shoals (new fishing spot to the east of Galdin Quay)
Copper Allural Sea Bass, Allural Sea Bass, Crimson Trevally, Rock Barramundi, Black Barrelfish, Cygillan Grouper

Crestholm Reservoir
Horned Bluegill, Lucian Catfish Alstor Bass, Golden Catfish, Duscaen Dace, Lucian Carp, Dawn Lucian Carp

Neeglyss Towerfront
(new fishing spot on the northern shore of Alstor Lake)
Horned Bluegill, Shorthorn Bluegill, Alstor Bass, Dank Barramundi, Crag Barramundi, Lucian Catfish

Neeglyss Pond
Horned Bluegill, Shorthorn Bluegill, Lucian Catfish, Alstor Bass, Crag Barramundi, King Catfish

Swainsmere
Horned Bluegill, Shorthorn Bluegill, Lucian Catfish, Alstor Bass (large version at night), Crag Barramundi, King Catfish

Malacchi Pond
Alstor Bass, Lucian Catfish, Horned Bluegill, Chipped Bluegill, Spiked Alstor Bass, Mud Dace

Forgotten Pool
Shorthorn Bluegill, Chipped Bluegill, Hookhorn Bluegill, Specular Dace, Rainbow Trout, Lambent Trout, Spotted Catfish

Saxham Reservoir
(new fishing spot to the southwest of the Disc of Cauthess)
Lucian Carp, Bronze Lucian Carp, Gold Lucian Carp, Silver Lucian Carp, Sunny Lucian Carp, Cloudy Lucian Carp, Marble Lucian Carp, Amber Lucian Carp, Sunrise Lucian Carp, Dusk Lucian Carp, Regal Dace, Duscaen Dace, Snakehead, Spotted Catfish

The Archaean's Mirror
(new fishing spot to the south of the Cauthess Rest Area)
Hookhorn Bluegill, Alstor Bass, Redeye Bass (rainy weather), Dank Barramundi, Striped Catfish (at night, with rainy weather), Grim Catfish

Daurell Spring
Snakehead, Garnet Snakehead, Jade Snakehead (rainy weather), Spiked Alstor Bass (dusk), Alstor Bass (large version with rainy weather), Phoenix Bass, Pink Jade Gar, Redeye Bass, Striped Catfish

Daurell Stills (new fishing spot inside Daurell Cavern)
Cave Dace, Bizarre Barramundi, Lurking Catfish, Opal Snakehead

River Wennath
Cherrycomb Trout, Rainbow Trout, Callatein Brook Trout, Chrome Rainbow Trout, Argus Salmon, Sandy Dace

Rachsia Bridge
Chipped Bluegill, Zipper Barramundi, Alstor Bass (large version with rainy weather), Nebula Salmon, Wennath Salmon, Pale Dace, Wennath Dace

The Maidenwater
Rainbow Trout, Cleigne Brown Trout, Maiden Brook Trout, Nebula Salmon, Great Nebula Salmon, River Dace

Caem Shore
Striped Barramundi, Tide Grouper, Dark Allural Sea Bass, Black Barrelfish, Copper Allural Sea Bass, Cygillan Grouper

The Vesperpool – East Bank
Glimmering Bluegill, Lotus Bluegill, Phoenix Bass, Crag Barramundi, Golden Catfish, Sapphire Snakehead, Jade Snakehead, Vesper Gar, Noble Arapaima

The Vesperpool – West Bank
Glimmering Bluegill, Fan Bluegill, Panther Bass, Golden Catfish, Garnet Snakehead, Sapphire Snakehead, Vesper Gar

The Vesperpool – North Bank
(new fishing spot to the north of the East Bank)
Lotus Bluegill, Butterfly Bluegill, Fan Bluegill, Risorath Peacock Bass, Vesper Dace, Regal Arapaima, Giant Catfish

The Vesperpool – Cape
(new fishing spot to the northwest of the West Bank)
Panther Bass, Mighty Barramundi, Vesper Dace, Coeurl Dace, Barbaric Gar, Giant Catfish

The Vesperpool – Islet
(new fishing spot to the north of the West Bank)
King Trout, Leopard Trout, Spotted Devil Gar, Sunset Lucian Carp, Vesper Barramundi

Myrlwood Falls
Cleigne Brown Trout, Platinum Myrltrout, Maiden Brook Trout, Cascade Dace, Chrome Rainbow Trout, Lambent Trout, Morion Trout

Gondola Marina
Cygillan Sea Bass, Lucinian Sea Bass, Red Barrelfish, Tide Grouper, Scorpion Grouper (all species available at night)

Furgola Canal
(new fishing spot northeast of Ministerial Quarter Station)
Coral Allural Sea Bass, Cygillan Sea Bass (all species available at night)

San Elio Plaza (new fishing spot southeast of Port Station)
Pigeon Grouper, Coral Allural Sea Bass, Lucinian Sea Bass

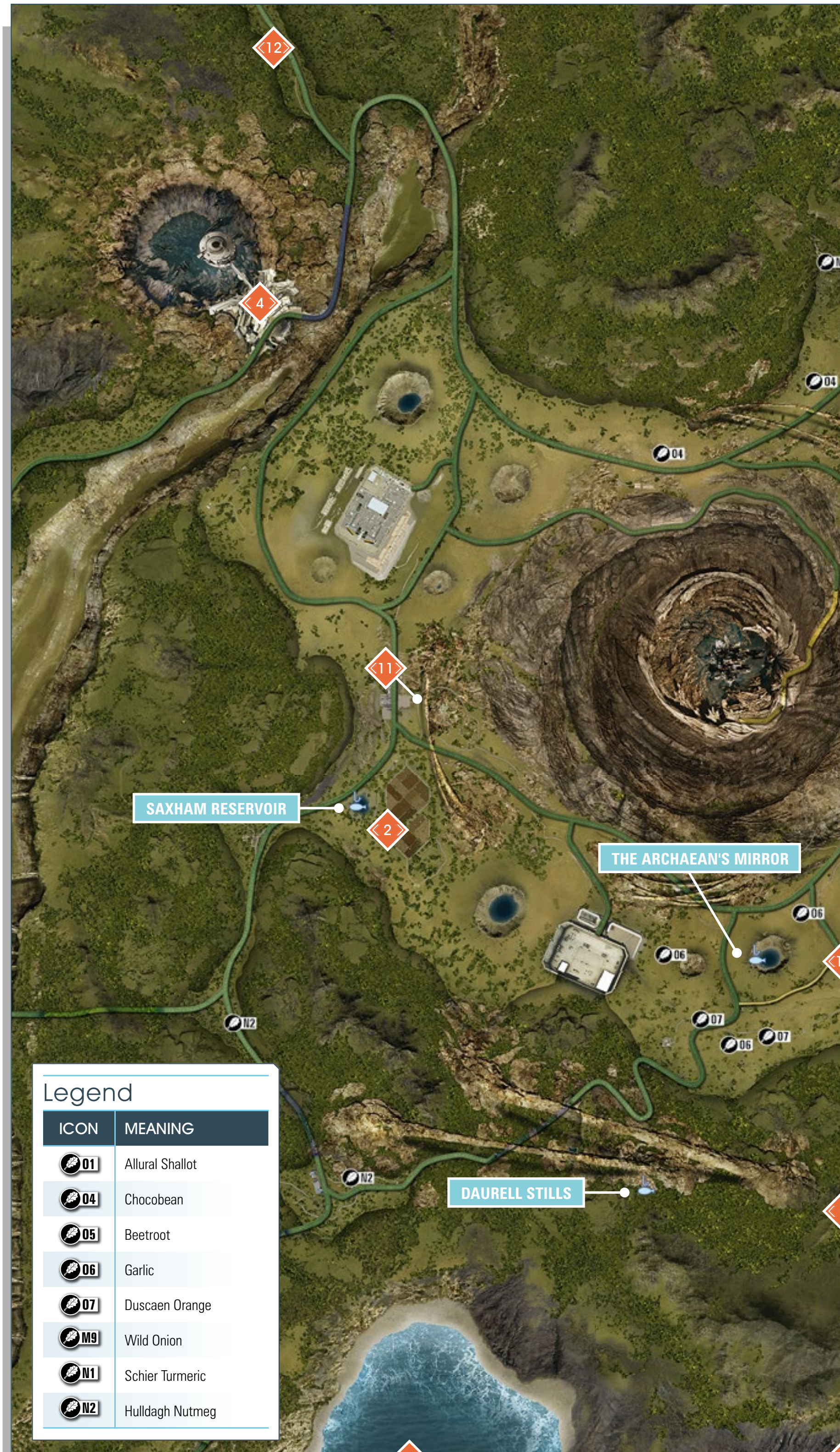
Food Items, Fishing Spots and Recipes

The following maps reveal the location of the new food items, fishing spots and recipes that have been added to the game.



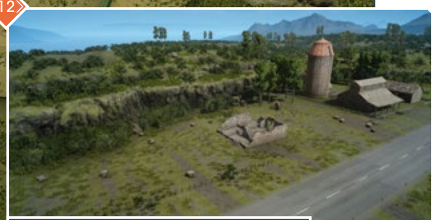
*Only available after you finish the game

DUSCAE



Legend

ICON	MEANING
01	Allural Shallot
04	Chocobean
05	Beetroot
06	Garlic
07	Duscaen Orange
M9	Wild Onion
N1	Schier Turmeric
N2	Hulldagh Nutmeg



BEANBALL CROQUETTES



FIRE-SAUCE FILLET



CROAKER IN BROWN SAUCE



FRIED ROOKIE ON RICE

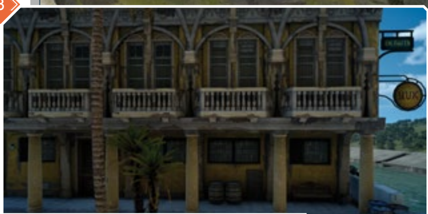


ACE HUNTER'S SCHNITZEL




PAELLA DE POLLO


SALMON-IN-A-SUIT


TOMALLEY-FILLED DUMPLINGS


GOLDEN EGG GALETTE

Legend

ICON	MEANING
01	Allural Shallot
06	Garlic
N5	Kettier Ginger


ALTISSIA
FURGOLA CANAL
SAN ELIO PLAZA